Kuan-Yen Huang

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Education

National Tsing Hua University, BS in Computer Science   Sep 2020 - Jun 2024
- GPA: 3.72 / 4.3

Experience

Game Programmer and Designer Intern, CreSpirit – Hsinchu, Taiwan   Feb 2024 – Jun 2024
- Working on a prototype of an ongoing project's mini-game.
- Supporting several design tasks including multi-language data and mini-game design.

Independent Study, VL Lab at National Tsing Hua University – Hsinchu, Taiwan   Feb 2023 – Jan 2024
- Topic: Development of Unique Turn Base Combat Game "Project Fusion"
- Construct a skill part-based system, can create and modify skill's attributes and effects only using texts via Google spreadsheet.

Projects

Project Fusion - Leader, Programmer, Designer   Apr 2023 - Present
- Current ongoing project began from independent study, an auto battler game featuring a unique fusing artifact mechanic.
- Recreat gameplay ability system from Unreal Engine to Unity and modify it to fit the game more.

You Ken-Do It - Leader, Programmer, Designer   Mar 2023 - Jun 2023
- A VR kendo game made by Unity focused on Block & Counter mechanic with slashing system from Metal Gear Rising: Revengeance.
- Program and design the user interface and experience in VR.

Survivor For the Feast - Leader, Programmer, Designer, Art   Sep 2022 - Jan 2023
- A survivor game made with Unity, where you must defeat monsters, collect ingredients, cook dishes, and strengthen your character.
- Working as the leader and applying agile methodology to manage project.

An Extra Ordinary YouTube Video - Leader, Programmer, Designer   Apr 2022 - Jun 2022
- A bullet hell action game made by Cocos with a unique mechanic that you can rewind the boss fight via video progress bar.
- Using the instruction-based Boss script and object pooling bullet to implement level editor, making the whole level rewindable.

Game Jams
- Create **Lost in Dungeon** as programmer and designer during Global Game Jam 2021 with Unity.
- Create **Deal Da Time** as leader, programmer and designer during GMTK Jam 2023 with Unity.
- Create **Duplicate Solution Unacceptable** as solo developer during GMTK Jam 2024 with Godot.

Skills

Programming: C#, Unity, Cocos, Python, C, C++, Godot, HTML

Honor & Awards

Awarded in the competition of VR project among three Taiwan universities   Jun 2023
Best Game Design in Taiwan Student Innovation Game Design Competition   Jan 2023
Best Game in Game Development Course at National Tsing Hua University   Jan 2023