

Yen-Chun Huang

☎ 484-616-0616 | ✉ yenchun.huang11@gmail.com | 📁 Portfolio | 🔗 LinkedIn | 🐙 GitHub

SUMMARY

Gameplay programmer with two years of experience. Passionate about creating innovative experiences, highly skilled in problem-solving, implementing features, and leveraging transdisciplinary skills to collaborate effectively across diverse teams and fields. Currently pursuing master of entertainment at Carnegie Mellon University.

EDUCATION

Carnegie Mellon University

Master of Entertainment Technology

Pittsburgh, PA, USA

Expected May 2026

National Yang Ming Chiao Tung University

B.S. in Electrical and Computer Engineering **GPA: 4.03/4.30**

Hsinchu, Taiwan

Sep 2019 – Sep 2023

SKILLS

Programming: C, C++, C#, Python, JavaScript

Tools: Unity, Unreal, Perforce, Git, Photoshop

Game Development: Physics, Procedural generation, VR

Languages: Mandarin Chinese (Native), English (Fluent)

PROJECTS

Building Virtual World at CMU Entertainment Technology Center

Sep 2024 – Present

- *Barr VR* - Collaborated with artists and sound designers for a card game involving full body movements. **Developed custom VR throwing mechanics to address hand tracking limitations.**
- *Meow Spa* - Designed a two-player cooperative game that uses a variety of buttons as the interface. Implemented the procedure queue and the leader board **using effective data structures.**
- *Q*Duel* - Recreated the classic Q*bert arcade game into a local two-player area control challenge. **Programmed path finding enemy AI** and enhanced by self-recorded sound effects.

Itch.io Games using C# and Unity Engine

Jul 2023 – Aug 2023

- *Reefenge* - Developed for GMTK 2023's jam "roles-reverse." A shooter game with a twist where player controls enemies against the player. **Introduced diverse enemy archetypes and a level system** to offer varied strategic approaches.
- *No Sight, All Might* - Submitted to 1-bit jam "light & dark". **Implemented dash movement and perks.** Players use light to observe, but combat is limited to darkness, promoting anticipation of enemy movements.

3D Virtual Gallery

Oct 2022 – Jan 2023

- Designed an interactive web-based environment using **JavaScript Three.js library**, tailored to showcase the creative works of past students of a collaborating professor.

VR Experience Meatball Rider

Nov 2022 – Jan 2023

- Developed a VR endless-runner game **using XR Interaction Toolkit**. Integrated physical interactions and haptic feedback for players to control the in-game character using a fitness ball.

Hand Motion Recognition

Dec 2021 - Jan 2022

- Developed an gesture recognition tool to control computer interface with only hand movements. **Leveraged Google's MediaPipe solution and Python.**
- **Integrated the technology into a gaming environment** where users can employ various hand shapes and motions to represent in-game actions.

WORK EXPERIENCE

Wistron NeWeb Corporation

Advanced Technology Development Intern

Hsinchu, Taiwan

Aug 2022 – Nov 2022

- Conducted comprehensive research on protocol types and packet characteristics for web gaming, **enhanced packet inspection feature to account for transmission delay and elapsed time using C and Lua.**
- Modified the router's web user interface by prioritizing and sorting data, resulting in a more intuitive and user-centric experience with JavaScript.