

Yen-Chun Huang

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SUMMARY

Gameplay programmer with a strong collaborative spirit and a passion for crafting innovative and engaging player experiences. Currently pursuing a Master of Entertainment Technology at Carnegie Mellon, with expertise in Unity, programming, game design, and hardware integration.

SKILLS

Programming: C, C++, C#, Python, JavaScript, Networking, Object-Oriented & Asynchronous Programming
Tools: Unity, Unreal, Git, Perforce, Arduino, VR/XR, Shader & VFX Graph

EXPERIENCE

iCan Entertainment

Taipei, Taiwan

Game Client Intern (Unity)

Jun 2025 – Aug 2025

- Developed player-facing features, including new UI features and a slot machine style minigame shipped in a monthly update for a released mobile title.
- Created prototypes for a card-battler and a mining casual game, integrating with backend systems to support data updates.
- Implemented scalable gameplay systems leveraging UniRx, UniTask, and Zenject to streamline event handling, async flow, and modular architecture.

Wistron NeWeb Corporation

Hsinchu, Taiwan

Advanced Technology Development Intern

Aug 2022 – Nov 2022

- Contributed to backend development by researching network protocols and packet characteristics to enhance web gaming support with C/Lua.
- Refined the router's web interface with JavaScript to create a more intuitive user experience.

PROJECTS

XHaler

Jan 2025 – Apr 2025

- Led gameplay programming and prototyping for a VR game exploring breathing-based mechanics.
- Designed multiple interaction systems and iterated through usability testing to ensure meaningful player engagement.
- Built custom sensors and integrated real-time data to create unique gameplay feedback loops.

Building Virtual Worlds

Sep 2024 – Dec 2025

- Collaborated closely with a cross-functional team as a gameplay programmer, using rapid iteration over four rounds to develop and playtest immersive experiences.
- Built player-facing features and innovative control schemes, including custom VR throwing mechanics, foot-based controls with 3D Rudders, and voice input controls using the OpenAI API.

Game Jams (5 total)

Jul 2023 – Jun 2025

- Won the Non-Traditional Award at Global Game Jam Pittsburgh 2025 for a puzzle platformer.
- Prototyped experimental mechanics (chat-based NPCs with OpenAI, system-driven puzzles).

Computer Systems Course Projects (C++)

Jan 2025 - May 2025

- Implemented system-level assignments entirely in C++, including memory management, concurrency, and optimization problems.
- Gained hands on experience debugging and testing performance critical code under rigorous constraints.

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