

Yen-Chun Huang

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SUMMARY

Current master's student at Carnegie Mellon University with 2 years of experience as a gameplay programmer. Passionate about creating innovative experiences, highly skilled in problem-solving, implementing features, and leveraging transdisciplinary skills to collaborate effectively across diverse teams and fields.

EDUCATION

Carnegie Mellon University

Master of Entertainment Technology

Pittsburgh, PA, USA

Aug 2024 – Expected May 2026

National Yang Ming Chiao Tung University

B.S. in Electrical and Computer Engineering / Innovative Technology and Art Program

Hsinchu, Taiwan

Sep 2019 – Sep 2023

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, aiming to boost the performance of the company's router.
- Enhanced packet inspection feature to account for transmission delay and elapsed time. Modified the router's web user interface by prioritizing and sorting data, resulting in a more intuitive and user-centric experience.

PROJECTS

Itch.io Games

Jul 2023 – Aug 2023

- *Q*Duel* - Inspired by the arcade game Q*bert, this game turns the classic into a local two player area control challenge, coupled with self recorded sound effects.
- *Reefenge* - Developed for GMTK 2023's jam "roles-reverse". An shooter game with a twist where player controls enemies against the "player". Introduced diverse enemy archetypes to offer varied strategic approaches.
- *No Sight, All Might* - Submitted to 1-bit jam "light & dark". Players use light to observe, but combat is limited to darkness, promoting anticipation of enemy movements. Integrated engaging boss battles and perks with mechanics rooted in the theme.

3D Virtual Gallery

Oct 2022 – Jan 2023

- Designed and developed an immersive 3D virtual gallery using JavaScript Three.js library, tailored to showcase the creative works of past students of a collaborating professor.
- Constructed an interactive web-based environment accessible via browsers, offering guests a navigable virtual space controlled by mouse and keyboard inputs.

VR experience Meat Ball Rider

Nov 2022 – Jan 2023

- Developed a VR endless-runner game based on a local internet meme. Integrated physical interactions for players to control the in-game character using a fitness ball. Bouncing and leaning motions translate directly to in-game movement, allowing players to jump and dodge obstacles.
- Incorporated innovative haptic feedback with fans for wind effects and vibrators for terrain sensations, enhancing player immersion.

Board Game Designs

Mar 2023 – May 2023

- *Duel Zone* - Designed a two player area control board game. Engages players in strategic card and resource management, and offers versatile win conditions.
- *Custom Game Boards for 7 Wonders: Taiwan Edition* - Reimagined the classic board game 7 Wonders by integrating iconic Taiwanese landmarks. Crafted new game mechanics associated to each location, play-tested against original boards for balanced gameplay.

SKILLS

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

Softwares: Unity, Unreal, Perforce, Git, Photoshop

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