

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 minigame prototypes and visual effects, that were shipped in monthly updates for a released mobile game.
- Collaborated with the team to build scalable gameplay systems using company-standard Unity tools like UniRx, UniTask, and Zenject.

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

- Originated and served as the primary programmer for XHaler, a breathing-based VR game, managing its prototyping and usability testing.
- Developed a unique player experience by building custom sensors and integrating a commercial respiration belt to collect and process real-time data on self-hosted servers for Oculus headsets.
- Explored and evaluated multiple breathing interaction mechanics, analyzing usability and design methodologies to inform future applications.

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

Jul 2023 – Jun 2025

- Showcased creativity and collaborative spirit by participating in five game jams.
- Won the Non-Traditional Award at Global Game Jam Pittsburgh 2025 for a puzzle platformer.
- Designed a text-based chatting game that used the OpenAI API to create naturalistic and engaging NPC interactions for players.

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