

Yen-Chun Huang

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

SUMMARY

Gameplay programmer with three years of experience, passionate about creating innovative and engaging games. Highly skilled in implementing features, and using transdisciplinary skills to collaborate across diverse teams. Currently pursuing a Master of Entertainment Technology at Carnegie Mellon University.

SKILLS

Programming: C, C++, C#, Python, JavaScript, Networking, Object-Oriented & Asynchronous Programming

Tools: Unity, Unreal, Git, Perforce, Arduino, VR/XR, Shader & VFX Graph, Photoshop

EXPERIENCE

LuLuDu Tech (Subsidiary of iCan Entertainment)

Taipei, Taiwan

Game Client Intern (Unity)

Jun 2025 – Aug 2025

- Developed minigame prototypes and visual effects, with features shipped in monthly updates for a released mobile game using the MVP framework.
- Worked with company standard Unity tools including UniRx, UniTask, and Zenject to structure scalable gameplay systems.

Wistron NeWeb Corporation

Hsinchu, Taiwan

Advanced Technology Development Intern

Aug 2022 – Nov 2022

- Enhanced web gaming support by researching protocols and packet characteristics, improving packet inspection with C/Lua, and refining the router's web interface with JavaScript for a more intuitive user experience.

PROJECTS

XHaler

Jan 2025 – Apr 2025

- Originated the concept and served as primary programmer for prototyping and usability testing of a breathing based VR game. Built custom sensors and later integrated a commercial respiration belt, with data collected via Bluetooth and processed 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

- Worked as a gameplay programmer in cross-functional teams. Rapidly iterating through immersive experiences from concept creation to playtesting every 2-3 weeks over 4 rounds.
- Developed custom VR throwing mechanics, designed foot-based controls with 3D Rudders, and integrated OpenAI api for voice input control.

Game Jams

Jul 2023 – Jun 2025

- Participated in 5 game jams, including winning the Non-Traditional Award at Global Game Jam Pittsburgh 2025 for a puzzle platformer where players launch themselves using Mentos and soda.
- Designed a text-based chatting game using OpenAI api to create naturalistic npc interactions.

EDUCATION

Carnegie Mellon University

Pittsburgh, PA, USA

Master of Entertainment Technology

Expected May 2026

National Yang Ming Chiao Tung University

Hsinchu, Taiwan

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

Sep 2019 – Sep 2023