

# Yen-Chun Huang

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## SUMMARY

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

## SKILLS

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

**Tools:** Unity, Unreal, Perforce, Git, Photoshop

**Game Development:** Shader/VFX Graphs, VR/XR

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

## EXPERIENCE

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### 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.

## PROJECTS

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### Building Virtual Worlds

*Sep 2024 – Dec 2025*

- Implemented AI behaviors, physics-based mechanics, optimized data structures, and leaderboard systems using Unity and C#.
- Developed custom VR throwing mechanics, designed foot-based controls with 3D Rudders, and optimized hand tracking and gesture recognition for immersive gameplay.
- Integrated OpenAI API for voice-based interactions, designed ChatGPT-driven gameplay logic, and created magic effects using Unity VFX Graph.

### Game Jams

*Jul 2023 – Jan 2025*

- Participated in three game jams, winning the Global Game Jam 2025 Non-Traditional Award at Pittsburgh's site with Mento-Issue, a puzzle platformer where players launch themselves by putting Mentos into soda.
- Implemented dash movement and perks in a game where players use light to observe but can only fight in darkness, encouraging anticipation of enemy movements.
- Developed a shooter with a twist, where players control enemies against the player, introducing diverse enemy archetypes and a level system for varied strategic approaches.

### XR Design Challenge

*Dec 2024 – Jan 2025*

- Participated in the XR Design Challenge Hackathon and developed XReveal, an XR tool that converts voice commands into 2D and 3D assets, allowing users to visualize ideas without design skills.
- Utilized Meshy AI and OpenAI APIs to integrate AI-driven asset generation and voice recognition.

## EDUCATION

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### 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*