Yen-Chun Huang

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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, HTML/CSS
Tools: Unity, Unreal, Perforce, Git, Arduino, Android Studio, VR/XR, Shader, VFX Graph, Photoshop

Experience

Wistron NeWeb Corporation Hsinchu, Taiwan
Advanced Technology Development Intern *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

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.
- 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 integrated OpenAI api for ChatGPT voice interactions.

Game Jams *Jul 2023 – Jan 2025*

- Global Game Jam Pittsburgh 2025 – Won the Non-Traditional Award with *Mento-Issue*, a puzzle platformer where players launch themselves using Mentos and soda.
- 1-Bit Jam 2023 – Designed dash movement and perks in a game where players use light to see but can only fight in darkness, emphasizing strategic anticipation.
- GMTK Game Jam 2023 – Developed a shooter with a twist, letting players control enemies against the protagonist, featuring diverse enemy archetypes and a level system for strategic depth.

Hand Motion Recognition *Dec 2021 - Jan 2022*

- Developed a gesture recognition tool using Google's MediaPipe and Python, enhancing it to detect both static gestures and continuous motions for intuitive interactions like wave-based scrolling.
- Transform the technology into a gaming environment where users can use various hand motions to represent in-game actions,.

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*