Kai-Cheng Tsou

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EDUCATION

Purdue University   **IN, U.S.**

Bachelor of Science in Game Development and Design   Aug. 2019 - May 2022

- Cumulative GPA: 3.14/4.0; Major Cumulative GPA: 3.73/4.0
- **Related courses:** Found of Comp Graphics Tech (3.0), Intro Probability Mdls (3.0), Comptr Graph Program I (4.0), Intro Comptr Animation (4.0), Geom Mdl Visual & Comm (3.0), Intro Comptr. Animation (4.0), Game Development I & II (4.0, 4.0), UXD Studio I: Fundamentals (4.0), Comp Graph Prof Prac. I (4.0), Game Scripting (4.0)

Shoreline Community College   **WA, U.S.** *Computer Science*

Sept. 2017 - Jun. 2019 Cumulative GPA: 3.7/4.0

- **Related courses:** Calculus II (4.0), Calculus 3 (4.0), Intro. to Programming (4.0), Computer Science I Java (4.0)

WORK & PROFESSIONAL EXPERIENCE

United Microelectronics Corporation   **Hsinchu, Taiwan**

Software Engineering   Jun. 2022 - Aug. 2022

- Developed front-end UI using Angular
- Utilized C# language to develop the back-end system to recreate a new website architecture

Purdue University   **IN, U.S.**

*Programmer, **Unreal Engine Gaming*** (Prof. Dr. David M.)   Oct. 2021 - Dec. 2021

- Used Unreal Engine 4 to make a few small games (modeling, blueprint, widget)
- Developed high-quality UE4 game assets, and created fully rigged and animated character

Purdue University   **IN, U.S.**

*Designer, **Animation Scene*** (Prof. Nasheet Zaman)   Oct. 2021 - Dec. 2021

- Created an indoor, and outdoor scene, and also the character modeling to make it a short animation scene
- Explained the spatial relationship of the scenes, created atmosphere, highlighted roles, and enhanced visual impact
- Learned the lighting and modeling in Maya

Purdue University   **IN, U.S.**

*Web Designer, **Project of Misinformation*** (Prof. Melissa. D)   Mar. 2021 - May 2021

- Created a website that can let people know how dangerous the misinformation in social media is, and how can they avoid reading fake news
- Conducted user testing to evaluate our website

Purdue University   **IN, U.S.**

*Programmer, **C++ Animation*** (Prof. Morales Carlos)   Jun. 2020 - Aug. 2020

- Used C++ language to create an environment and also made the animation of a racing car
- Used the power of animation in order to analyze our ideas and developed the solution to the problems
- Learned to make a small animation by using the C++ language, and know more about the logic and application of C++

LEADERSHIP EXPERIENCE   Purdue University

IN, U.S.

Project Manager   Jan. 2021 - May 2021

- Conducted a creative project about VR accessories
- Led a team of 3 teammates to the third place of the creative competition
- Led team to finish an unreal engine third-person game project

ADDITIONAL INFORMATION

Language: Chinese (native), English (fluent), Japanese (pre-intermediate)
Computing Skills: Python, Java, C++, UE4
Professional Skills: 3D Prototype, Adobe Photoshop, Illustrator, Advanced MS Excel skills
Other Soft Skills: Project Management, Logic Thinking, Organization, Time Management, Communication