

Cheng-Yan Tsai

1501 Northpoint Ln., Bldg 4-4224-A, College Station, TX, 77840
+1 9795748872 | crescentmax@tamu.edu | [LinkedIn](#) | [Personal Page](#)

EDUCATION

- Texas A&M University, College Station - U.S.** (GPA: 4.0/4.0) Aug 2024 – May 2026
Master of Computer Science
- National Tsing Hua University – Taiwan** Sep 2020 – Jun 2023
Bachelor of Science, Interdisciplinary Program of EECS (GPA: 3.87/4.3)
- Huazhong University of Science and Technology – China** Sep 2018 – Jun 2020
Completed 70 credit hours of courses in Computer Science (GPA: 3.46/4.0)

SKILLS

Programming: C/C++, Python, Ruby, HTML, JavaScript, OpenGL, Unreal, Unity, Godot

WORK EXPERIENCE

- Winking Studios – Taiwan** Aug 2023 – Jul 2024
Game Programmer (UE5), Full Tim
- Project Kyzen**
- Developed a metaverse project using Scrum method, delivering 2 versions on schedule.
 - Coordinated with a 40-person international team, ensuring effective cross-cultural communication.
- Unannounced AAA project**
- Designed and built 3 core gameplay systems in an AAA game with a 30-person team.
 - Introduced a new dialogue implementation pipeline, accelerating narrative iteration speed by 35%.
- National Tsing Hua University – Taiwan** Jul 2022 – Jan 2023
Teaching Assistant for Game Programming (22Fall)
- Led multiple lab sessions, and rewrote over 400 pages of teaching materials for Unity 2021.
- IvyMaker – China** Jan 2020 – Feb 2020
Teaching Assistant for Programming Courses
- Conducted weekly C and Python programming lessons for 9 high school students.

RESEARCH EXPERIENCE

- CGV/MIS Lab - National Tsing Hua University**
Undergraduate Research Assistant
- Topic: Interior Architecture Renderer using Unreal Engine 4** Jan 2022 – Dec 2022
- Created a real-time ray-tracing renderer for AI virtual staging using JSON configurations.
 - Boosted rendering efficiency by over 60% with a new high-speed rendering procedure.
- Topic: Synthetic Liquor Data Generation via Unreal Engine 4** Jul 2021 – Dec 2021
- Implemented real-time caustics using Unreal Engine 4 for synthetic liquor data generation.
 - Produced over 1000 images for duel-hand humanoid robots, enhancing their accuracy by 20%.

HONORS & AWARDS

- Best Music & Graphic Design in Taiwan Student Innovation Game Design Competition Jan 2022
- 2nd Place Award in Scholarship for Macao, Hongkong and Taiwan Students Dec 2018 & Dec 2019
- Top 12 out of 120 teams in Hackathon 'hack init()' Jul 2018

ACTIVITIES & LEADERSHIP EXPERIENCE

- Co-founder & Vice President - NTHU Game Developer Club** Jun 2022 – Jun 2023
- Led a team of 10 members and organized multiple weekly game development workshops.
- Lecturer - NTHU ACG Club** Sep 2021 – Jun 2022
- Delivered over 10 digital art workshops, covering topics such as gesture drawing and color theory.