

Cheng-Yan Tsai

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

EDUCATION

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

SKILLS

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

WORK EXPERIENCE

Winking Studios – Taiwan <i>Game Programmer (UE5), Full Tim</i>	Aug 2023 – Jul 2024
Project Kyzen <ul style="list-style-type: none">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 <ul style="list-style-type: none">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 <i>Teaching Assistant for Game Programming (22Fall)</i>	Jul 2022 – Jan 2023
<ul style="list-style-type: none">Led multiple lab sessions, and rewrote over 400 pages of teaching materials for Unity 2021.	
IvyMaker – China <i>Teaching Assistant for Programming Courses</i>	Jan 2020 – Feb 2020
<ul style="list-style-type: none">Conducted weekly C and Python programming lessons for 9 high school students.	

RESEARCH EXPERIENCE

CGV/MIS Lab - National Tsing Hua University <i>Undergraduate Research Assistant</i>	
Topic: Interior Architecture Renderer using Unreal Engine 4	Jan 2022 – Dec 2022
<ul style="list-style-type: none">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
<ul style="list-style-type: none">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
<ul style="list-style-type: none">Led a team of 10 members and organized multiple weekly game development workshops.	
Lecturer - NTHU ACG Club	Sep 2021 – Jun 2022
<ul style="list-style-type: none">Delivered over 10 digital art workshops, covering topics such as gesture drawing and color theory.	