

Yu-Wei Tseng

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Experiences

CtrlS Ltd.

Junior Game Programmer

Nov 2023 – Jun 2024

Tainan, Taiwan

- Crafting applications with Unity Engine
- Enabling the perusal of 360-degree AR streaming videos on mobile devices.
- Leveraging UniRx facilitates the seamless handling of asynchronous operations and events.

Team Architects Partnership

Architectural Design Intern

Nov 2021 – Feb 2022

Tainan, Taiwan

- Strategized and managed construction budget inventory.
- Crafted intricate architectural models for project exhibitions.

UrbanWasabi

Architectural Design Intern

Sep 2021 – Nov 2021

Tainan, Taiwan

- Produced meticulous measured drawings for an imminent renovation project.
- Spearheaded the creation of introduction videos, posters, and booklets for exhibitions.

NCKU Design Center

Creative Project Designer

Jul 2021 – Aug 2021

Tainan, Taiwan

- Devised captivating graphic designs for NCKU's 90th-anniversary folder.
- Efficiently managed the entire design-to-production workflow.

Projects

Custom Game Engine | C++, DirectX11 | Git

Aug 2024 – Present

- Devised a methodology for the reinterpretation of images from field surveys.
- Pioneered the project's structure by fusing environmental themes, image media, and digital gaming.

HardDriverz | Unreal Engine 5, Figma | Git

Feb 2025 – Present

- Devised a methodology for the reinterpretation of images from field surveys.
- Pioneered the project's structure by fusing environmental themes, image media, and digital gaming.

Planet Painter | Unity | Git

Oct 2024 – Dec 2024

- Devised a methodology for the reinterpretation of images from field surveys.
- Pioneered the project's structure by fusing environmental themes, image media, and digital gaming.

Libra | C++, DirectX11 | Git

Oct 2024 – Jan 2025

- Devised a methodology for the reinterpretation of images from field surveys.
- Pioneered the project's structure by fusing environmental themes, image media, and digital gaming.

Starship | C++, DirectX11 | Git

Aug 2024 – Oct 2024

- Devised a methodology for the reinterpretation of images from field surveys.
- Pioneered the project's structure by fusing environmental themes, image media, and digital gaming.

Cut The Cube | Unity | Git

Aug 2023

- Engineered the 3D mesh cutting functionality.
- Established and fine-tuned the game's balance system.

Trashure | Unity, Adobe Photoshop | Git

Jul 2022 – May 2023

- Devised a methodology for the reinterpretation of images from field surveys.
- Pioneered the project's structure by fusing environmental themes, image media, and digital gaming.

Petaverse | Unity, Vuforia, Adobe Premiere | Git

Oct 2022 – Dec 2022

- Developed a commercial application model, integrating augmented reality (AR) scanning capabilities.
- Spearheaded the creation of a digital pet development system.

Trash Can Do What | Processing | Git

Mar 2022 – Apr 2022

- Compiled data from daily trash to establish a comprehensive repository.
- Visualized and crafted an interactive user interface for data exploration.

Technical Skills and Languages

Programming Languages: Python, C++, C#, LaTeX, SQL

Web Technologies: HTML, CSS, JavaScript

Software Tools: Unreal Engine 5, Unity, Blender, Rhino, Git, Perforce, Adobe, Office

Languages: Taiwanese Mandarin (native), English (fluent, TOEIC 895, TOEFL 105, GRE 315), French (beginner)

Education

Southern Methodist University Guildhall, Texas, USA

Aug 2024 – May 2026

Master of Interactive Technology

GPA: XXX/4

National Cheng Kung University, Tainan, Taiwan

Sep 2017 – Jun 2023

Bachelor of Architecture

GPA: 3.17/4

Game-related Coursework: Digital Design in Creative Industries, Program Design(1), The Integration of AR/VR for Interaction Design, Design Computation and Computational Geometry