

Yu-Wei Tseng

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Skills

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

Web Technologies: HTML, CSS, JavaScript, TypeScript

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

Methodologies: Scrum, Agile Development, Object-Oriented Design, Design Patterns

Projects

Daemon Engine | C++, DirectX11, V8 JavaScript Engine | Git

August 2024 – Present

- Developed a custom game engine with a DirectX-11 rendering pipeline supporting 2D and 3D rendering.
- Created custom math and physics utilities including vectors, Euler angles and matrices for collisions and raycasts.
- V8 JavaScript scripting
- JobSystem

AGENTS | C++, JavaScript, TypeScript, Python, Rust, Go, MCP, React, Astro | Git

July 2025 – Present

- Created a multiple agents orchestration system with different languages and tools.
- Created agent with short-term using local .json files and long-term memory using remote ArcadeDB server.
- Integrated Slack bot and Discord bot as the user notification system using Slack SDK and Discord SDK.
- Leveraged from Daemon Engine's JavaScript scripting ability as the C++ render agent in the system.
- Created mcp-client-quest with React frontend and Express backend for user to monitor and interact with agent.
- Coordinated with a programmer by providing debug, test, and feature suggestion of the infrastructure.

DaemonWindows | Daemon Engine | Git

May 2025 – Present

- Support multiple Window instances with run-time adjustable window size and position.
- Support different style of windows including borderless, fullscreen, no border, fixed.

DaemonChess | Daemon Engine | Git

May 2025 – July 2025

- NetworkdSubsystem to allow TCP Websocket client server game.
- Shader

Experiences

Game AI Engineer (Corrupted Hollow)

May 2025 – January 2026

Dallas, TX

SMU Guildhall | Unreal Engine 5.7 | Team of 24 | Steam

- Established the fundamental infrastructure of the project using Unreal Engine's module system.
- Researched for Unreal Engine's MassEntity system, StateTree Behavior, and Behavior Tree.

Game UI Engineer (HardDriverz)

February 2025 – May 2025

Dallas, TX

SMU Guildhall | Unreal Engine 5.6 | Team of 53 | Steam

- Implemented game UI per designer's design by modifying and extending the Advance Menu System
- Collaborated with two programmers, an artist, and a designer to integrate car selection menu flow

Gameplay Engineer (PlanePainter)

August 2024 – January 2025

Dallas, TX

SMU Guildhall | Unity | Team of 5 | Steam

- Provided a configurable level parameters to level designers using Unity's ScriptableObject.
- Advised artists for a better layered and organized UI and In-Game art assets and implemented the logic
- Collaborated two artists and two designers to establish the game's mechanics and design goals.

Junior Software Engineer

November 2023 – June 2024

Tainan, Taiwan

CtrlS Ltd. | Unity

- Developed a 360-degree AR streaming video application on Android mobile device.
- Worked on serious games for Android mobile devices with integrated touchpad and digital pen drawing capabilities.
- Implemented Object-Oriented Pattern with clean architecture using Zenject, UniRx in Unity.

Education

Southern Methodist University Guildhall, Texas, USA

Aug 2024 – May 2026

GPA: XXX/4

Master of Interactive Technology in Digital Game Development, Software Development

National Cheng Kung University, Tainan, Taiwan

Sep 2017 – Jun 2023

GPA: 3.17/4

Bachelor of Architecture

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