

# Yu-Wei Tseng

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## Experiences

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### CtrlS Ltd.

Nov 2023 – Jun 2024

*Junior Game Programmer*

*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

Nov 2021 – Feb 2022

*Architectural Design Intern*

*Tainan, Taiwan*

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

### UrbanWasabi

Sep 2021 – Nov 2021

*Architectural Design Intern*

*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

Jul 2021 – Aug 2021

*Creative Project Designer*

*Tainan, Taiwan*

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

## Projects

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### 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

<b>Southern Methodist University Guildhall, Texas, USA</b> <i>Master of Interactive Technology</i>	<b>Aug 2024 – May 2026</b> <i>GPA: XXX/4</i>
<b>National Cheng Kung University, Tainan, Taiwan</b> <i>Bachelor of Architecture</i>	<b>Sep 2017 – Jun 2023</b> <i>GPA: 3.17/4</i>

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