

# Yu-Wei Tseng

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## Experiences

### CtrlS Ltd.

Nov 2023 – Present

*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

### 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.

## Honors and Awards

### Green Hackathon Creative Selection

Aug 2023

- Best Five

### 9th Wuhan Golden and Silver Cup Innovation and Entrepreneurship Competition

Aug 2023

- Preliminary selection

## Skills and Languages

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

**Web Technologies:** HTML, CSS, JavaScript

**Software Tools:** Unity, Blender, Rhino, Git, Adobe, Office

**Languages:** Mandarin(native), English(fluent, TOEIC 895, TOEFL 97, GRE 315), French(beginner)

## Education

### 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