Wei Jyun Weng

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Skills

Programming Language: C#, C++, Python, JavaScript, Lua, Java
Game Development: Unity, Unreal, Photon, Node.js, MongoDB
Tool and Platform: Git, Android Studio, Jenkins, InnoSetup, Stable Diffusion, Claude code, Gemini cli

Languages

Chinese: Native, **English**: Fluent, **Japanese**: Fluent

Work Experience

Joybrick **Taipei, Taiwan**
Game Programmer Jun 2020–Jun 2025

- Collaborated with a 10-person team to develop and launch "Panzer Knights" on Steam; responsible for programming.
- Accelerated game development by implementing an App Script solution to streamline repetitive text-based tasks for game designers.
- Created a customized tool to automate the batch processing of thousands of video assets, significantly improving efficiency and scalability.
- Developed an automated asset validation system that significantly reduced debugging costs caused by asset errors.
- Leveraged AI-powered tools to accelerate prototyping and code debugging, reducing development turnaround time.

Education & Professional Development

Rochester Institution of Technology **Rochester, NY**
M.S. in Game Design and Development 2025–2027
Institute for Information Industry **Taipei, Taiwan**
Unity Development Engineer Training Program Jan 2020–May 2020
Soochow University **Taipei, Taiwan**
B.A. in Japanese Language and Culture 2015–2019

Selected Projects

To Village Mato, *Role: Game Programmer, Designer* Aug 2025
- Collaborated with a cross-disciplinary team during a game jam to deliver a fully playable prototype on time.
- Utilized AI-assisted coding tools to accelerate prototyping, with human oversight and refinement to ensure quality and maintainability.

The Hardest Interview, *Role: Game Programmer* Mar 2024
- Communicated with client executives to ensure project delivery on time and within scope.
- Developed and maintained custom InnoSetup scripts for efficient Windows application packaging.
- Gained experience in building and deploying games for macOS.

Secret Camera, *Role: Game Programmer* Feb 2023
- Created a mobile game server using Node.js and MongoDB, handling requests and data management.
- Integrated client-provided Android SDK into Unity with self-learned Android Studio and Java skills.

Panzer Knights, *Role: Game Programmer* May 2021
- Effectively collaborated with a 10-person team including experts in various fields.

Augustinus, *Role: Game Programmer, Designer* May 2020
- Learned game development from scratch and successfully delivered a finished project.
- Earned the instructor's recommendation for a position at Joybrick.

Awards

Taiwan Community Mapping Choice; Best Beatmap Award Oct 2020