

WESLEY (WAI HIM) YUEN

HOLDS CANADA OPEN WORK PERMIT

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🌐 <https://wesleyyuen.github.io>

🏠 Richmond, BC

OBJECTIVE AND SUMMARY

Looking for a game development position where I can make impactful contributions and improvements to game projects, as well as continuing to elevate and expand my skillset further as a game developer

- 3 years of professional game development experience: Proficient in Unity/C#, experienced in Unreal/C++
- Experienced in working within Agile Frameworks (Scrum, Kanban)
- Demonstrated ability to develop scalable and extendable systems, as well as enhancing existing features

EMPLOYMENT HISTORY

Unreal Developer (Freelance), OffWorld Live June 2023– present

- Developing Unreal Plugins in C++, like Digital media compositing and Twitch Integration
- Developing Open projects that utilize OffWorld plugins, e.g. virtual studio for V-tubers

Skills: Unreal Engine, C++, Agile (Kanban)

Associate Game Engineer (*myVegas Slots Mobile*), PlayStudios Asia May 2021– Aug 2023

- Frontend (and partial backend) development of systems, features and LiveOps events in C#/Unity and Lua
- Worked closely with design and product teams to develop new core systems e.g. *inventory* and *tournament* system, as well as profit-driving gameplay features e.g. *battle pass* and *prioritized sales system*
- Developed multiple automation and productivity tools e.g., *Data visualizations* (Python), *custom scheduler* for LiveOps events (React/.NET backend), interactive Google Sheet (TypeScript) that simplify the workflow of product team and other engineers
- Extended internal APIs to improve the flexibility and productivity of gameplay engineering
- Developed various live-operation events in Lua that generate steady daily revenue

Skills: Unity, C#, Agile (Scrum-Kanban Hybrid), Tools Development, TypeScript, React.js, Lua, Python

Game Developer (*joyAjoy*), AsDaily Oct 2020 – May 2021

- Frontend feature development in C++/COCOS2D-X for an education/puzzle mobile game, as well as the remake in TypeScript/React
- Enhanced various aspects of a digital pet-raising feature, e.g. item collection, room decoration, in C++

Skills: COCOS2D-X, C++, TypeScript/JavaScript, React.js

TECHNICAL PROJECTS (can be found at <https://github.com/wesleyyuen>)

Night Parade (Unity/C#) Present

- A 2D adventure/platforming game inspired by Hollow Knight and Studio Ghibli
- Solo development – Combat system, UI system, pixel arts

Dyslexic Adventure (Unity/C# - <https://wesleyyuen.itch.io/dyslexia-adventure>) Apr 2022

- A 3D interactive game depicting the daily experience of Dyslexia
- Solo development – Dialogue system, NPC interactions, Photo-sphere Environment

Minigame Galore (Unity/C#) Present

- Recreating games of different genres like turn-based RPG (Pokémon), fighting, rhythm etc.
- An “exercise” project to practice implementing various gameplay systems and architecture in Unity

Veggie Vengeance (C++/OpenGL) Jan 2019 – Mar 2019

- A 2D fighting game, with different veggie fighters and each with unique abilities (Runner-up for best game)
- Conceptualized and implemented player controls (local multiplayer) and unique fighter abilities using C++

EDUCATION

The University of British Columbia, BA (Double Major in Computer Science and Psychology) Sep 2017 - Nov 2020

- Graduated with Honors, Dean’s List standing in 1st, 3rd and 4th Year