

WESLEY YUEN (WAI HIM)

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TECHNICAL DESIGNER

Versatile technical designer and gameplay programmer with 3.5 years of industry experience. I excel at designing and implementing engaging gameplay mechanics and systems throughout the development pipeline: from ideation to rapid prototyping, through iterating to final production-level execution.

KEY SKILLS

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| <ul style="list-style-type: none">• Rapid Prototyping• Game Design• Game Engines (Unity/C#, Unreal/C++)• Scripting Languages (Lua, Python) | <ul style="list-style-type: none">• Visual Scripting (Blueprint)• Design Documentations (Confluence)• Cross-disciplines collaborations |
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PROFESSIONAL EXPERIENCE

Vancouver Film School (Game Design)

Oct 2024 - Apr 2025

Technical Designer, Gameplay Programmer — Help Is On The Way (Final Project)

Skills: Unity, C#, Rapid Prototyping, Miro, Embergen, Agile (Kanban)

- Designed and implemented core gameplay mechanics and systems for a simulation game while adhering to industry-level milestone schedules.
- Rapidly prototyped mechanics and systems, which enabled the team to explore more diverse gameplay ideas early during pre-production
- Facilitated and drove cross-discipline work with level designers, 2D/3D artists, programmers and sound designers to integrate key gameplay sequences (e.g. non-interactive sequences, cinematics) smoothly into the game while maintaining overall cohesiveness of the project
- Designed and implemented shaders and VFX in the game using a mix of Unity's ShaderGraph, Visual Effect Graph and EmberGen, which provided clear visual feedback to drastically reduce player confusion and greatly improved the overall aesthetic of the game

OffWorld Live

Jun 2023 - Present

Unreal Plugin Developer

Skills: Unreal Engine, Blueprint, C++, Tools Dev, Agile (Kanban)

- Developed new features for 4 Unreal Plugins in C++ and Blueprints, which provided thousands of active users worldwide with better visuals and interactive capabilities when creating their digital media scenes in Unreal. Fixed bugs to improve stability of the plugins.

- Created example projects in Blueprint that demonstrate to users how various plugin functionalities can be used in practical scenarios. Implemented Unreal editor tools in C++ to allow users to quickly setup basic plugin functionalities, like video streaming into/out of Unreal, within a few clicks

PlayStudios Asia

May 2021 – Aug 2023

Game Engineer — myVegas Slots (Android/iOS/WebGL)

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

- Designed, documented and implemented multiple Live-Ops events in *Lua*, which were frequently chosen to be rerun as they consistently generated higher-than-average daily revenue and DAU.
- Designed, documented and implemented multiple gameplay systems, including an inventory system that allows player to collect boosters, event rewards and collectibles, which improved player retention
- Implemented multiple profit-driving gameplay features, including Battle Pass, and a prioritized sales system that automatically sorted the daily sales pop-ups according to player spending patterns, which drastically improved key KPIs
- Designed and developed multiple automation tools, including *custom scheduler* for LiveOps events, *interactive Google Sheet* and *Data visualizations*, which all targeted specific pain points raised by the product team in order to streamline their day-to-day workflow and improve their overall productivity.

JOYAJJOY

Sep 2020 - May 2021

Game Programmer — JOYAJJOY (Android/iOS)

Skills: COCOS2D-X, C++, React.js, TypeScript, Agile (Kanban)

- Implemented new collectibles and decoration features for an education/puzzle mobile game, which contributed to an increase in player engagement. Fixed bugs to improve stability of the game.

PERSONAL PROJECTS

Designer, 2D/Pixel Artist, UI Programmer — *Bubble Alchemist* (Global Game Jam)

Jan 2025

Technical Designer, Gameplay Programmer — *Run(_FRED);* (VFS Project)

Jul 2024 – Sep 2024

- Designed and implemented all core mechanics, online leaderboard and UI/UX flow for a first-person fast-paced movement game (Unity/C#) at Vancouver Film School

Designer, Programmer — *Monsterkind* (Unreal Blueprint VFS Project)

Sep 2024 - Nov 2024

- Designed and developed a 3D tactical RPG in Unreal, featuring a turn-based system with combat and non-combat units, implemented with event-driven Blueprint scripting.

EDUCATION

Diploma In Game Design

May 2024 - May 2025

Vancouver Film School

Bachelor of Arts (Double Major in Computer Science and Psychology)

Sep 2017 - Nov 2020

University of British Columbia