WESLEY B. TSENG

Rowland Heights, CA 91748

tsengwes1121@gmail.com • (626) 251-8506 • www.wesleytseng.com

EDUCATION

• **University of California, Irvine**, Irvine CA — September 2014 - June 2018
B.S. Computer Game Sciences, Minor Digital Arts — Cumulative GPA: 3.50
  ◦ Dean's Honor List from Fall 2016 until June 2018
  ◦ Hack @ UCI, Video Game Development Club @ UCI, Women in ICS @ UCI

WORK EXPERIENCE

• **Office of Information & Technology**, Irvine CA — January 2016 - June 2018
Senior IT Consultant
  ◦ Coordinated with campus organizations to maintain network policies by using Forescout's CounterACT application
  ◦ Utilized Microsoft AD, Duo Security, and UCI admin tools to manage sensitive information of UCI staff & students
  ◦ Serviced technical email issues such as Gmail and Exchange via UCI's Enterprise Services Account Tools

VOLUNTEER EXPERIENCE

• **Hack at UCI**, Irvine CA — January 2017 - January 2018
Director of Marketing & Public Relations
  ◦ Managed a team of 10 to plan HackUCI 2018, the largest 36-hour hackathon in Orange County
  ◦ Collaborated with other committees to organize the most successful hackathon to date with 450+ participants
  ◦ Restructured the committee to create an organized structure which increased efficiency and workflow

PROJECTS

• **Vindicators**, Irvine CA — September 2017 - March 2018
ICS 169 Capstone Game Project
  ◦ Coordinated with mentors from Blizzard & Obsidian Entertainment to improve our game through an iterative design
  ◦ Developed a 2D platformer with a small team to learn and refine the ability to scope and polish a big game project

• **3D Cel Shading w/ Sobel Operator**, Irvine CA — May 2018 - June 2018
CS 114 Projects in Advanced 3D Computer Graphics
  ◦ Programmed the front-end implementation with HTML & JS which allowed users to control the cel shading
  ◦ Collaborated with another student to implement cel shading on 3D models using a sobel operator

• **Multiplayer Snake**, Irvine CA — January 2017 - March 2017
ICS 167 Multiplayer Systems
  ◦ Implemented the client-side interface and game which allowed users to connect to an IP and play in their browser
  ◦ Worked with a small team to utilize HTML, JS, and C++ to allow 2 users to play Snake online locally via webSocket

RELEVANT COURSEWORK

• Python & Software Libraries
• Data Structures & Implicit Analysis with C++
• Game Engine, Design, & World Building with C#
• Software Engineering & Human Computer Interaction

TECHNICAL SKILLS

• C++, C#, Python, JavaScript, HTML, CSS
• Git, Microsoft Visual Studio, Eclipse, Unity
• Adobe Photoshop, Illustrator, InDesign
• Autodesk 3ds Max, Maya, Pixologic Zbrush

INTERESTS

• Video games; game & tech industry; Reddit; PC hardware; graphic design; learning new things; meeting new people