WESLEY B. TSENG

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EDUCATION

University of California, Irvine, Irvine CA

September 2014 – June 2018

B.S. Computer Game Science, Minor Digital Arts

Cumulative GPA: 3.50

- Dean's Honor List, Fall 2016 – Spring 2018
- Hack @ UCI, Video Game Development Club @ UCI, Women in ICS @ UCI

WORK EXPERIENCE

Senior IT Consultant, Office of Information & Technology, Irvine CA

January 2016 – June 2018

- Utilized Forescout's CounterACT application to coordinate with campus organizations and maintain network policies
- Employed Microsoft AD, Duo Security, and UCI Admin tools to manage sensitive information of UCI staff & students
- Handled UCI's Enterprise Services Account Tools to service technical email issues on Gmail and Microsoft Exchange

VOLUNTEER EXPERIENCE

Director of Marketing & Public Relations, Hack at UCI, Irvine CA

January 2017 – January 2018

- Restructured the marketing committee to create an organized structure which increased efficiency and workflow
- Successfully help plan the largest 36-hour Orange County hackathon to date by managing a team of 10 organizers
- Collaborated with other committees to gather over 2000 applications for HackUCI and admitted 450+ participants

PROJECTS

Graphics Programmer, CS 114 Projects in Advanced 3D Computer Graphics, Irvine CA

May 2018 – June 2018

- Programmed the front-end implementation with HTML & JS which allowed users to control factors of the shading
- Collaborated with a partner to implement cel shading on 3D models with the sobel operator by using WebGL

Game Designer & Visual Artist, ICS 169 Capstone Game Project, Irvine CA

September 2017 – March 2018

- Developed a 2D platformer with a small team to simulate and learn the game development process as well as scope
- Coordinated with Blizzard & Obsidian Entertainment mentors to iteratively design a large-scale game within 10 weeks

Front-End Developer, ICS 167 Multiplayer Systems, Irvine CA

January 2017 – March 2017

- Programmed the Snake game and the client-side interface to give the back-end programmers to test online play
- 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++

TECHNICAL SKILLS

Python, C++, Unity C#, HTML, CSS, JavaScript
Git, Unity, Eclipse, Microsoft Visual Studio

INTERESTS

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