

WESLEY B. TSENG

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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
 - Serviced technical networking and computing issues for UCI by using Fluke Networks NetTools and
 - Troubleshooted routers, various networking software, and operating systems of UCI faculty, staff, and students

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

PROJECTS

- **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 a team of 2 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 aspect of the game which allowed users to control to an IP address and server
 - Worked with a team of 4 to utilize HTML, JS, and C++ to allow two users to play Snake at once via WebSocket
- **Spooky Spoils**, Irvine CA April 2016
Video Game Development Club @ UCI Spring 2016 Game Jam
 - Created a 2D game over a weekend using Unity C# which was awarded "Best Creativity" at IEEE GameSig
 - Coordinated with a team of 4 to implement Tobii EyeX, an eye tracking device, to innovate the way we play games

RELEVANT COURSEWORK

- Python & Software Libraries
- Data Structures & Implicit Analysis with C++
- Computer Graphics & Vision with WebGL
- Game Engine, Design, & World Building with C#

TECHNICAL SKILLS

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

INTERESTS

- Playing video games; following the game industry; Reddit; PC building and hardware; graphic designing
- Learning new things; reading the news; travelling; listening to Rock music; meeting new people and making friends