

# 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

## 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 while learning how to refine, scope, and polish large game 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 shading factors
  - Collaborated with another student to change lighting and shadows to discrete values to produce a cartoon effect
- **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
- **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++
- Game Engine, Design, & World Building with C#
- Multiplayer Systems & Multiplayer Projects
- Software Engineering & Human Computer Interaction

## 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
- Paper Prototyping, Requirements Specifications

## INTERESTS

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