

WESLEY B. TSENG

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EDUCATION

• **University of California, Irvine**, Irvine CA

September 2014 - June 2018

- Bachelor of Science in Computer Game Sciences
- Specialization in Computer Graphics and Vision
- Minor in Digital Arts

Cumulative GPA: 3.50

WORK EXPERIENCE

• **Office of Information & Technology**, Irvine CA

January 2016 - June 2018

Senior Network Consultant

- Serviced technical networking issues for residents across on-campus housing communities using network tools
- Coordinated with various campus organizations to maintain campus network policies and ensure network stability
- 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
- Restructured the committee to create an organized structure which increased efficiency and workflow

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
- Adobe Photoshop, Illustrator, InDesign
- Autodesk 3ds Max, Maya