

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
 - 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, JS
- 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