

# WESLEY B. TSENG

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## EDUCATION

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

B.S. Computer Game Science, Minor Digital Arts

*September 2014 – June 2018*

GPA: 3.50

- Dean's Honor List Fall 2016 – Spring 2018
- Hack, Video Game Development Club, Women in Information & Computer Science

## EXPERIENCE

**Senior IT Consultant, Office of Information & Technology**

Irvine CA

*January 2016 – June 2018*

- Utilized Forescout's CounterACT application to check and maintain network security of all devices on campus
- Employed Microsoft, Duo Security, and UCI Admin tools to manage sensitive information of staff & students
- Used Enterprise Services Account Tools to service technical email issues

**Director of Marketing & Public Relations, Hack at UCI**

Irvine CA

*January 2017 – January 2018*

- Restructured the marketing committee to an organized hierarchy that increased efficiency and workflow
- Organized the largest 36-hour Orange County hackathon by successfully attracting over 2,000 applications
- Managed a team of 10 to expand our social media outreach and increased traffic by 33%

## PROJECTS

**Graphics Programmer, Projects in Advanced 3D Computer Graphics**

- Programmed the front-end implementation with HTML & JS to allow control over the shader's appearance
- Implemented cel shading on 3D models with the sobel operator by using WebGL

**Game Designer & Visual Artist, Capstone Game Project**

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

**Front-End Developer, Multiplayer Systems**

- Programmed the Snake game and the client-side interface to test online play
- Designed and implemented a program that allows 2 users to play Snake online locally via WebSocket

## RELEVANT COURSEWORK

Git: Introduction to Software Engineering  
Python: Programming with Software Libraries  
C++: Data Structures & Implicit Analysis

## TECHNICAL SKILLS

Proficient: Python, C++, Unity, Photoshop, Illustrator  
Novice: HTML, CSS, JavaScript, Git, InDesign  
Pursuing: React.JS, Redux

## INTERESTS

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