

# 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 - 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 team of 5 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 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 interface and game which allowed users to connect to an IP and play in their browser

◦ Worked with a team of 4 to utilize HTML, JS, and C++ to allow two 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

## 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