

Yen-Chun Huang

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SUMMARY

Gameplay programmer with 2 years of experience. Passionate about creating innovative experiences, highly skilled in problem-solving, implementing features, and leveraging transdisciplinary skills to collaborate effectively across diverse teams and fields. Currently pursuing master of entertainment at Carnegie Mellon University.

EDUCATION

Carnegie Mellon University

Master of Entertainment Technology

Pittsburgh, PA, USA

Expected May 2026

National Yang Ming Chiao Tung University

B.S. in Electrical and Computer Engineering **GPA: 4.03/4.30**

Hsinchu, Taiwan

Sep 2019 – Sep 2023

SKILLS

Programming: C, C++, C#, Python, JavaScript, Html, Css

Softwares: Unity, Unreal, Perforce, Git, Photoshop

Languages: Mandarin Chinese (Native), English (Fluent)

WORK EXPERIENCE

Wistron NeWeb Corporation

Advanced Technology Development Intern

Hsinchu, Taiwan

Aug 2022 – Nov 2022

- Conducted comprehensive research on protocol types and packet characteristics for web gaming, enhanced packet inspection feature to account for transmission delay and elapsed time.
- Modified the router's web user interface by prioritizing and sorting data, resulting in a more intuitive and user-centric experience.

PROJECTS

Itch.io Games

Jul 2023 – Aug 2023

- *Q*Duel* - Recreated the classic Q*bert arcade game into a local two-player area control challenge using Unity. Created enemy AI and enhanced by self-recorded sound effects.
- *Reefenge* - Developed for GMTK 2023's jam "roles-reverse." A shooter game with a twist where player controls enemies against the player. Introduced diverse enemy archetypes and a level system to offer varied strategic approaches.
- *No Sight, All Might* - Submitted to 1-bit jam "light & dark". Implemented dash movement and perks. Players use light to observe, but combat is limited to darkness, promoting anticipation of enemy movements.

3D Virtual Gallery

Oct 2022 – Jan 2023

- Designed an immersive 3D virtual gallery using JavaScript Three.js library, tailored to showcase the creative works of past students of a collaborating professor.
- Constructed an interactive web-based environment accessible via browsers, offering guests a virtual space controlled by mouse and keyboard inputs.

VR experience Meat Ball Rider

Nov 2022 – Jan 2023

- Developed a VR endless-runner game based on a local internet meme. Integrated physical interactions for players to control the in-game character using a fitness ball. Bouncing and leaning motions translate directly to in-game movement, allowing players to jump and dodge obstacles.
- Incorporated innovative haptic feedback with fans for wind effects and vibrations for terrain sensations, enhancing player immersion.

Board Game Designs

Mar 2023 – May 2023

- *Duel Zone* - Designed a two player area control board game. Engages players in strategic card and resource management, and offers versatile win conditions.
- *Custom Game Boards for 7 Wonders* - Reimagined the classic board game 7 Wonders by integrating iconic Taiwanese landmarks. Crafted new game mechanics associated to each location, play-tested against original boards for balanced gameplay.