

# Yen-Chun Huang

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## SUMMARY

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Gameplay programmer with a strong collaborative spirit and a passion for crafting innovative and engaging player experiences. Currently pursuing a Master of Entertainment Technology at Carnegie Mellon, with expertise in Unity, programming, game design, and hardware integration.

## SKILLS

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**Programming:** C, C++, C#, Python, JavaScript, Networking, Object-Oriented & Asynchronous Programming  
**Tools:** Unity, Unreal, Git, Perforce, Arduino, VR/XR, Shader & VFX Graph

## EXPERIENCE

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### iCan Entertainment

Taipei, Taiwan

Game Client Intern (Unity)

*Jun 2025 – Aug 2025*

- Developed player-facing features, including new UI features and a slot machine style minigame shipped in a monthly update for a released mobile title.
- Created prototypes for a card-battler and a mining casual game, integrating with backend systems to support data updates.
- Implemented scalable gameplay systems leveraging UniRx, UniTask, and Zenject to streamline event handling, async flow, and modular architecture.

### Wistron NeWeb Corporation

Hsinchu, Taiwan

Advanced Technology Development Intern

*Aug 2022 – Nov 2022*

- Contributed to backend development by researching network protocols and packet characteristics to enhance web gaming support with C/Lua.
- Refined the router's web interface with JavaScript to create a more intuitive user experience.

## PROJECTS

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### Borderless

*Jan 2026 – Present*

- Engineered a low latency real time networking system to synchronize visuals and game state across multiple mobile devices with millisecond precision.
- Revolutionized player interaction by designing puzzles where physical phone movement and repositioning serve as the core mechanic.

### ReNushu

*Aug 2025 – Dec 2026*

- Architected and programmed real-time data infrastructure for smart shoe sensors, enabling reliable acquisition and transmission of movement data.
- Implemented WebSocket-based streaming to deliver live sensor data to both the exergaming application and a controller web app.

### XHaler

*Jan 2025 – Apr 2025*

- Led gameplay programming and prototyping for a VR game exploring breathing-based mechanics.
- Designed multiple interaction systems and iterated through usability testing to ensure meaningful player engagement.
- Built custom sensors and integrated real-time data to create unique gameplay feedback loops.

### Computer Systems Course Projects

*Jan 2025 - May 2025*

- Implemented system-level assignments in C++, including memory management, concurrency, and optimization problems.
- Gained hands on experience debugging and testing performance critical code under rigorous constraints.

## EDUCATION

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### Carnegie Mellon University

Pittsburgh, PA, USA

Master of Entertainment Technology

*Expected May 2026*

### National Yang Ming Chiao Tung University

Hsinchu, Taiwan

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

*Sep 2019 – Sep 2023*