Weixin(Targy) Feng Gameplay Developer

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EDUCATION

Carnegie Mellon University, Pittsburgh, PA   Sep. 2022-Present
Master of Entertainment Technology

University of Michigan, Ann Arbor, MI   Jan. 2019-Apr. 2021
Bachelor of Science in Computer Science Engineering, minor in Mathematics   GPA: 3.42/4.00

The Pennsylvania State University, University Park, PA   Sep. 2017-Dec. 2018
Major: Mathematics   GPA: 3.92/4.00

SKILLS

Language: C++ | C | C# | Lua | Python | Go | Java | JavaScript | Bash/Shell | HTML | CSS | BluePrint
Tools: Unity3D/2D | Unity VR | Unreal | Git | Vue.js

RELEVANT PROJECTS

***Bring the Spring Back* - AR Game**   Oct. 2022
Programmer   CMU - Building Virtual Worlds
- Implemented the forest experience with **Oculus Passthrough** and **MRTK**.
- Designed and built a butterfly flying system using **linear algebra** with unity rotation and angle velocity.
- Sharpened play experience with iterative play-testing and improving performance using **Unity Profiler**

***Mushroomy's Island* - Kinect Game**   Nov. 2022
Programmer   CMU - Building Virtual Worlds
- Designed and built game by collaborating with a team of 5 people in a 2 week sprint as solo programmer
- Set up and tested game following the **Unity 3D** pipeline with **XBOX Kinect** body tracker
- Featured in the annual ETC Festival and played by over 100 guests to generate over 50 unique worlds

***Jaba dudu* - Mobile Game**   Sept. 2021-Present
Programmer/Designer   Independent Project
- Undertook a 3D Pong Game aiming to be deployed on **IOS** platform in 2023
- Designed, tested and implemented game features and event system using **Unreal Engine BluePrint and C++** all of which were self-taught over the course of a year
- Utilized **UE4 Material** system to create Tron like and glowing effects

***Listen To Me* - RPG Style Game**   June. 2022-Present
Programmer   2N Studio
- Collaborated efficiently with producer, artists and musicians to deliver first 4 levels in two months
- Advanced to the final round of **Tencent GWB Awards** as the team
- Improved performance significantly by applying dynamic font assets and integrating bullet system and **Unity UI** system

EXPERIENCE

Resilience Inc.   Oct. 2021-Sept. 2022
VR Game Developer, part-time   Florida (Remote)
- Developed a Unity VR based game application deployed on Windows OS platform.
- Implemented and integrate **Unity 3D VR** animation features and cut-scene effects in **C#**
- Conducted unit tests with **Oculus VR** and use Unity plug-in **Plastic SCM** for code version control
- Refactored animation code to significantly decrease lagging by applying object-oriented design knowledge