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
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 refinement

Metal Conductor **- rhythm Game**   Oct. 2022
Programmer   CMU - Building Virtual Worlds
- Integrated rhythm game and **Tobii eye tracking system** to create unique playing experience
- Campaigned with Artists to integrate **Spine** 2D animation into Unity
- Collaborated with another programmer with Unity **Event Bus system** and **Singleton** to avoid conflicts

Willness **- Individual RPG Style Game**   Jan. 2021-Apr. 2021
Game Designer | Programmer   UMich - Independent Research Project
- Undertook an individual RPG style game project aiming to explore people's mental health and depict their daily life during the COVID 19 pandemic
- Designed, tested and implemented game features and event system using **RPG Maker MV**
- Combined unique, personal ideas and feelings with parallel story line and flashback narrative techniques

Listen To Me **- RPG Style Game**   Jan. 2021-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
- Continue to implement game management system and boss skills with **Unity 2D** and **C#**

EXPERIENCE

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