

# ERIC K. TSAI

# Game Programmer

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## Objective

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Seeking a full-time game programming position

## Skills

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### LANGUAGES

C#  
Java  
C++  
PHP  
Ruby  
MySQL

### FRAMEWORKS

Unity3D  
CakePHP  
Ruby on Rails

### SOURCE CONTROL

Perforce  
Git  
Subversion

### COURSES

Game AI  
Game Design  
Algorithms  
OS  
Web & Mobile  
Software Design

## Education

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**Carnegie Mellon University**, Entertainment Technology Center, Pittsburgh, PA  
Master of Entertainment Technology, 2016

**University of Virginia**, Charlottesville, VA  
B.S. Computer Science, 2014

## Employment

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### Simcoach Games - Game Programming Intern (C#)

Summer 2015 ▪ Pittsburgh, PA

- ✓ Developed and published two mobile games on both Apple and Android app stores
- ✓ Utilized basic mathematics to detect various swiping gestures
- ✓ Programmed a TSV parser to allow for easy content modification
- ✓ Constantly collaborated with lead artists, game designers and producers

### Symantec - Software Engineering Intern (C++)

Summer 2013 ▪ Herndon, VA

- ✓ Provided a basis for efficient data logging through the implementation of a queue and documentation
- ✓ Created a consumer thread for grabbing logs from queue using POSIX threads API

### Symantec - Research Programming Intern (C++)

Summer 2012 ▪ Herndon, VA

- ✓ Translated from paper to C++ my mentor's algorithm (calculating unknown network topologies)
- ✓ Parsed topology data in order to simulate it through Network Simulator 3 in C++
- ✓ Utilized Linux tools (Gnuplot, Twopi) to graph all topologies and data gathered
- ✓ Allowed my mentor to test and visualize the limits of his algorithm for presentations

## Projects

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### EA READ - Game Programmer (C#)

Fall 2015 ▪ Pittsburgh, PA

- ✓ Made children's stories interactive through voice recognition and animation
- ✓ Wrote a scalable Unity framework for animating storybooks with voice recognition
- ✓ Used EA APIs to communicate between mobile devices and TV with JSON messages

### CaveMen - Game Programmer (C#)

Spring 2015 ▪ Pittsburgh, PA

- ✓ Developed different prototypes using Kinect and PS Move in Unity3D
- ✓ Explored gameplay in Cave, a three-walled projection space w/ a motion floor
- ✓ Created 2-3 game demos and menu system for a Cave tour experience

### Building Virtual Worlds - Game Programmer (C#)

Fall 2014 ▪ Pittsburgh, PA

- ✓ Developed on unique, interactive platforms like Oculus Rift, Kinect, PS Move
- ✓ Rapidly prototyped a Unity3D game every 2 weeks in teams of 5
- ✓ A game was invited to present at **CREATE Festival, Maker's Faire, and ACM's CHIPlay**