

Tseng, Chao-Yang (James) Game Designer

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EDUCATION

National Tsing Hua University, Hsinchu, Taiwan

Sep 2017 – Jun 2021

- B.S. in Industrial Engineering and Engineering Management.

Carnegie Mellon University, Pittsburgh, PA, US

Aug 2022 – Expected May 2024

- Master of Entertainment Technology

PROJECTS

INTENT

Sep 2023 – Current

- Acted as a programmer, game designer, and narrative designer
- Designed and implemented the core game loop of the game
- Created the main narrative of the game as well as the generic dialog for NPCs

Neon Noir

Feb 2023 – May 2023

- Acted as a programmer and game designer
- Devised and executed the core game loop, forming the backbone of the gameplay
- Developed and integrated level layouts
- Designed player special abilities and puzzle interactions

Building Virtual Worlds (Rapid Game Development)

Sep 2022 – Dec 2022

- Acted as a programmer and game designer
- Collaborated in teams of five with members including artists, sound designers, and programmer
- Worked on five two weeks projects starting from concept designs to playable prototypes
- Created multiple games using Unity for different platforms including Oculus Quest 2, Windows, Tobii Eye Tracker 5, web browsers
- Designed games including Snowball Effect, K.J. Unchained, Santa Snow's Angry Tree, Look & Spray, Condemned, Animal Revolution

Facility Planning and Simulation in Mixed Reality

Jul 2020 – Jan 2021

- Acted as a software programmer and lead designer to create an application with layout planning and process simulation using Unity, MRTK, Vuforia, and Photon
- Leveraging mixed reality which visualized the human factor influence in a storage system supporting the warehouse manager in the assessment and optimization of the system.
- Initiate the idea and performed leadership to achieve a multi-user scenario, allowing the manager and the operator to interact in the same scene.

AR City Museum

Feb 2019 – Jul 2020

- Acted as a project executive and programmer to coordinate teammates from different colleges with different backgrounds
- Developed a prototype application that enables visitors to discover different AR Artworks at designed GPS coordinates and turn the city into a living museum.

INTERNSHIP

CMU ETC Programming TA for the National High School Game Academy

Jun 2023 – Aug 2023

- Designed a curriculum for programming lessons.
- Instructed students in Unity Engine and C# programming
- Provided constructive feedback and project support to students

NTHU Product Realization Laboratory Research Assistant

Jan 2021 – Mar 2021

- Explained the software architecture of my senior project to the graduate students from the laboratory to instruct them in utilizing the structure and developing more functions.
- Implemented realistic hand gestures while transferring products and operator feedback feature for additional information in human factor influence.

Peer Giant System Inc. (AR Smart Glasses Solution Provider)

AR Smart Glasses APP Developer Intern

Jun 2020 - Aug 2020

- Contributed to customer's Proof of Concept project by practicing Android AR marking tactics for distance measurement.
- Supported in 3D images design to display on AR smart glasses for pre-sales usage.
- Assisted in solution testing, ex. AR subtitle application for Taiwan National Theater.

XR Smart Glasses Event Instructor Intern

Jun 2017 – Jul 2017

- Provided basic XR info and instruction for visitors to experience AR glasses at COMPUTEX Taipei 2017, and Chunghwa Telecom (Taiwan's biggest operator) AR Media campaign.

SKILLS

Computer Skills

- Programming: C#
- Software: Unity, Unreal Engine, Blender, Clip Studio Paint, Procreate

Languages

- Mandarin(Native), English(Full professional proficiency), Japanese(Elementary proficiency)

EXTRACURRICULAR ACTIVITIES

NTHU Pacific Leadership Exchange 2018

Jul 2018

- Volunteered as a student assistant in organizing activities with the international team for the freshman of the College of Engineering.