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

SKILLS

Computer Skills

- Programming: C#, C
- Software: Unity, Blender, Autodesk Inventor, AutoCAD, Clip Studio Paint

Languages

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

ACADEMIC PROJECTs

AR City Museum   **Feb 2019 – Jul 2020**

- Developed a prototype application which enables visitors to discover different AR Artworks at designed GPS coordinates and turning the city into a lively museum.
- Acted as a project executive to coordinate teammates from different colleges with different domain background and successfully blended the latest AR technology with modern art.

Facility Planning and Simulation in Mixed Reality   **Jul 2020 – Jan 2021**

- Enrolled as a software programmer to design 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 assessment and optimization of the system.
- Initiate the idea and performed leadership to achieve a multiuser scenario allowing both the manager and the operator to interact in the same scene.

Building Virtual Worlds   **Sep 2022 – Dec 2022**

- Acted as a programmer and game designer
- Created multiple games using Unity for different platforms including Oculus Quest 2, Windows, Tobii Eye Tracker 5
- Designed games including Snowball Effect, K.J. Unchained, Santa Snow's Angry Tree, Look & Spray

INTERNSHIP

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.

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.