

Chao-Yang (James) Tseng - Game Designer/Programmer

Location: Pittsburgh, PA

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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 – May 2024

- Master of Entertainment Technology

PROJECTS

The VIPER Mission

Jan 2024 – May 2024

- Acted as the lead game designer
- Designed the core game loop and gameplay mechanics
- Designed and implemented the moon level

INTENT

Sep 2023 – Dec 2023

- 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
- Designed and implemented minigames and other game interactions
- Created the level environment

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.

WORK EXPERIENCE

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.

SKILLS

Computer Skills

- Programming: C#, Java, Blueprint
- Software: Unity, Unreal Engine, Blender, Procreate
- Version Control: Git, Perforce

Languages

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