

Yu-Wei Tseng

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Technical Skills and Languages

Programming Languages: Python, C++, C#, LaTeX, SQL

Web Technologies: HTML, CSS, JavaScript

Software Tools: Unreal Engine 5, Unity, Blender, Rhino, Git, Perforce, Adobe, Office

Experiences

Game AI Engineer

May 2025 – Jan 2026

SMU Guildhall

Dallas, TX

- Strategized and managed construction budget inventory.
- Crafted intricate architectural models for project exhibitions.

Game UI Engineer

Feb 2025 – May 2025

SMU Guildhall

Dallas, TX

- Produced meticulous measured drawings for an imminent renovation project.
- Spearheaded the creation of introduction videos, posters, and booklets for exhibitions.

Gameplay Engineer

Aug 2024 – Jan 2025

SMU Guildhall

Dallas, TX

- Devised captivating graphic designs for NCKU's 90th-anniversary folder.
- Efficiently managed the entire design-to-production workflow.

Junior Software Engineer

Nov 2023 – Jun 2024

CtrlS Ltd.

Tainan, Taiwan

- Crafting applications with Unity Engine
- Enabling the perusal of 360-degree AR streaming videos on mobile devices.
- Leveraging UniRx facilitates the seamless handling of asynchronous operations and events.

Projects

Daemon Engine | C++, DirectX11, V8 | [Git](#)

Aug 2024 – Present

- Devised a methodology for the reinterpretation of images from field surveys.
- Pioneered the project's structure by fusing environmental themes, image media, and digital gaming.

AGENTS | Unreal Engine 5, Figma | [Git](#)

Feb 2025 – Present

- Devised a methodology for the reinterpretation of images from field surveys.
- Pioneered the project's structure by fusing environmental themes, image media, and digital gaming.

DaemonChess | Unity | [Git](#)

Oct 2024 – Dec 2024

- Devised a methodology for the reinterpretation of images from field surveys.
- Pioneered the project's structure by fusing environmental themes, image media, and digital gaming.

DaemonWindows | C++, DirectX11 | [Git](#)

Oct 2024 – Jan 2025

- Devised a methodology for the reinterpretation of images from field surveys.
- Pioneered the project's structure by fusing environmental themes, image media, and digital gaming.

Education

Southern Methodist University Guildhall, Texas, USA

Aug 2024 – May 2026

Master of Interactive Technology in Digital Game Development, Software Development

GPA: XXX/4

National Cheng Kung University, Tainan, Taiwan

Sep 2017 – Jun 2023

Bachelor of Architecture

GPA: 3.17/4

Game-related Coursework: Digital Design in Creative Industries, Program Design(1), The Integration of AR/VR for Interaction Design, Design Computation and Computational Geometry