

# Yang-Che Teng | Game Designer

(412) 403-3152 | yangchet@andrew.cmu.edu | [www.ycteng.xyz](http://www.ycteng.xyz)

## Education

**Carnegie Mellon University**, Pittsburgh, PA

Entertainment Technology Center (ETC), Master of Entertainment Technology

May 2020

Department of Electrical and Computer Engineering

Exchange Student Program (Semester)

Dec. 2016

**National Chiao-Tung University**, Hsinchu, Taiwan

EE / CS Honors Program, Bachelor of Engineering

Jun. 2017

### **Relevant Coursework**

Building Virtual Worlds, Game Design, RPG Writing, Research Issues in Game Development, Principles of Software Design, Algorithms, Data Structures, Computer Graphics

## Skills

- Programming: **Unity, C#, C++, Java, Nyquist, Git, Perforce**
- Creative: Word, Excel, Premiere Pro, After Effects, Audition, Photoshop, Audacity, Twine, Celtx
- Language: English, Traditional Chinese, Japanese

## Experience

**Glorra Studios, LLC**, Mountain View, CA

Game Designer Intern

Jan. 2020 – March 2020

- Designed, prototyped, and pitched hyper-casual mobile game ideas.
- Designed all systems (inventory, enemies, etc.) using UML and Object-Oriented Design Principles
- Implemented a csv parsing tool, allow easier changes to object attributes and faster iteration.

**Akatsuki Taiwan, Inc.**, Taipei, Taiwan

Game Planner Intern (Game Designer)

Jul. – Aug. 2019

- Designed and implemented a **mobile tower-defense puzzle prototype** in 8 weeks.
- Designed player interactions, tower upgrades, enemies, and UI.
- Conducted and led daily stand-up meetings and arranged weekly meetings with mentors.

## Academic Projects

[PicoCTF 2019 "Mind Game"](#)

Jan. – May 2019

Game Designer (Puzzle, Systems), Sound Designer, Writer

- An online multiplayer game for PicoCTF, an international cybersecurity competition.
- Designed quest system that allowed progression either via in-game or from an external webpage.
- Designed ARG puzzles, giving players sense of accomplishment as they look beyond the game for clues.

[Hero, Run!](#)

Jan. – May. 2017

Lead Designer, Lead Programmer

- An asymmetric VR competitive multiplayer (one PC and VR player) that runs on the same machine.
- Designed and implemented all gameplay interactions, player skills, movement, UI and systems.
- Optimized graphics performance to allow smooth gameplay from one machine.

## Personal Projects

[ETC 2020 Museum](#)

May. 2020

Solo Project

- Social VR space built on VRChat, for ETC's virtual commencement for Class 2020.
- Designed and implemented an experience to create a personal, heartwarming connection.
- Optimized the experience to run on PCs, VR headsets, and Oculus Quest.

[The Propagandist](#)

April 2019 –

Solo Project

- 4-player board game where players fight for influence over Europe set in the end of WW1.
- Designed gameplay, rules, card and character design.
- Implementing a PC version through Unity; using UML diagrams to design systems.