

# KuanYen(Rob) Huang

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## PROFESSIONAL SUMMARY

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Carnegie Mellon University graduate student with 7 years of game development experience, specializing in gameplay programming, tool creation, and system design. Experienced across diverse projects in roles including programmer, designer, and producer, with a proven ability to deliver impactful results both as a collaborative team member and as an independent developer.

## Education

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Carnegie Mellon University Pittsburgh, PA  
**Master of Entertainment Technology** Aug 2025 - May 2027

National Tsing Hua University Hsinchu, TW  
**Bachelor of Science in Computer Science** Sep 2020 - Jun 2024

## Skills

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**Skills:** C# | C++ | Python | C | HTML5 | CSS | Verilog

**Tools:** Unity | VR | Git | Perforce | Notion | TensorFlow | React | Raspberry Pi | FPGA | Arduino | Godot

**Other:** Tool Creation | Design Pattern | Agile Methodology | Gameplay Design | Project Management | Playtest | UI/UX

## Experience

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CreSpirit - A startup indie game company specializing in Metroidvania titles. Hsinchu, TW  
**Tool Programmer** Nov 2024 - Jun 2025

- Contracted Unity plugin "CreSpiritTalker," designed for visual novel-style and general in-game dialogue interfaces.
- Created a customizable Unity editor tool featuring its own editor window for comprehensive settings and databases.
- Developed a system for embedding text commands with support for developer-defined custom commands.
- Fixed issues related to saveing in new versions, implemented a system to safely migrate old save data to new versions.

**Game Programmer and Designer Intern** Feb 2024 – Jun 2024

- Engineered an entire mini-game system iteratively and created level editor to support future expansion for designers.
- Adopted MVC pattern to quickly execute adjustments based on constant playtest feedback in development cycle.
- Supported design tasks, including suggesting plot points for story structure and managing the multilingual database.

## Projects

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Project Fusion - An auto battler prototype featuring a fusing artifact mechanic combined with a roguelike system.  
**Gameplay Programmer, Designer, Producer** Apr 2023 - May 2024

- Led full project by engineering system structure for modularity and designing mechanics to amplify core experience.
- Recreated Gameplay Ability System from Unreal into Unity and added an policies system to handle passive abilities.
- Implemented MVC pattern in the UI system for lower coupling codes and designed a set of stylish UI/UX.

You Ken-Do It - A VR kendo game focused on Block & Counter mechanic.  
**UI/UX Programmer, Designer, Producer** Mar 2023 - Jun 2023

- Chaired a VR game that could also serve training purposes via different difficult level design in Unity with Quest 2.
- Enhanced UI/UX through iterative elements adjustments based on playtesting, creating a more immersive experience.
- Built an engaging user experience in VR by designing most of the mechanics including slice system and parry system.

Survivor For the Feast - A survivor-like game featuring hunting, collecting, and cooking.  
**Gameplay Programmer, Designer, Producer** Sep 2022 - Jan 2023

- Headed the development with agile methodology, prioritized different tasks dynamically by Discord's forum feature.
- Established core gameplay and formulated other mechanics to enrich the game including skills design and balances.
- Managed a team of 5 and coordinated tasks to achieve milestones and project completion in less than 4 months.
- Won Best Game Design at Student Innovation Game Design Competition, competing against 26 teams across Taiwan.