WESLEY YUEN (WAI HIM)

🔗 https://wesleyyuen.github.io ✉ wh.wesley.yuen@gmail.com 📞+1 (236) 979-7309 🏠Richmond, BC

TECHNICAL DESIGNER

Versatile technical designer and gameplay programmer with **3.5 years of industry experience**. I excel at designing and implementing engaging gameplay mechanics and systems throughout the development pipeline: from ideation to rapid prototyping, through iterating to final production-level execution.

KEY SKILLS

- Rapid Prototyping
- Game Engines (Unity/C#, Unreal/C++)
- Scripting Languages (Lua, Python)
- Visual Scripting (Blueprint)

- Game Design
- Design Documentations (Confluence)
- Cross-disciplines collaborations

PROFESSIONAL EXPERIENCE

Vancouver Film School (Game Design)   *Oct 2024 - Apr 2025*

Technical Designer, Gameplay Programmer — Help Is On The Way (Final Project)

- Designed and implemented core gameplay mechanics and systems for a security officer simulation game in **Unity/C#**, while adhering to industry-level milestone schedules.
- **Rapidly prototyped** mechanics and systems, which enabled the team to explore more diverse gameplay ideas early during pre-production
- Facilitated and drove **cross-discipline work** with level designers, 2D/3D artists, programmers and sound designers to **integrate key gameplay** and **cinematic sequences** smoothly into the game while maintaining overall cohesiveness of the project
- Designed and implemented shaders and VFX in the game using a mix of Unity's **ShaderGraph**, **Visual Effect Graph** and **EmberGen**, which provided clear visual feedback to drastically reduce player confusion and greatly improved the overall aesthetic of the game

OffWorld Live   *Jun 2023 - Present*

Unreal Plugin Developer

- Developed new features for 4 **Unreal Plugins** in **C++** and **Blueprints**, which provided thousands of active users worldwide with better visuals and interactive capabilities when creating their digital media scenes in Unreal. **Fixed bugs** to improve stability of the plugins.
- Implemented **Unreal editor tools** in **C++** to allow users to quickly setup basic plugin functionalities, like video streaming into/out of Unreal, within a few clicks. Created **example projects** in **Blueprint** that demonstrate to users how various plugin functionalities can be used in practical scenarios.

PlayStudios Asia   *May 2021– Aug 2023*

Game Engineer — myVegas Slots (Android/iOS/WebGL)

- Designed, documented (**Confluence, Jira**) and implemented multiple **Live-Ops events** in *Lua*, which were frequently chosen to be rerun as they consistently generated higher-than-average daily revenue and DAU.

- Designed, documented (Confluence) and implemented multiple **gameplay systems** in **Unity/C#**, including an **inventory system** that allows player to collect boosters, event rewards and collectibles, which improved player retention

- Implemented multiple **profit-driving gameplay features**, including **Battle Pass**, and a **prioritized sales system** that automatically sorted the daily sales pop-ups according to player spending patterns, which drastically improved key KPIs

- Designed and developed multiple **automation tools**, including *custom scheduler* for LiveOps events, *interactive Google Sheet* and *Data visualizations*, which all targeted specific pain points raised by the product team in order to streamline their day-to-day workflow and improve their overall productivity.

JOYAJOY   *Sep 2020 - May 2021*

Game Programmer — JOYAJOY (Android/iOS)

- Implemented new collectibles and decoration features for an education/puzzle mobile game in **COCOS2D-X/C++**, which contributed to an increase in player engagement.
- Migrated and reimplemented the entire application in **React.js/TypeScript**
- **Fixed bugs** to improve stability of the game.

PERSONAL PROJECTS

Designer, 2D/Pixel Artist, UI Programmer — *Bubble Alchemist* (Global Game Jam)   *Jan 2025*

Technical Designer, Gameplay Programmer — *Run(_FRED);* (VFS Project)   *Jul 2024 – Sep 2024*

- Designed and implemented all core mechanics, **online leaderboard** and UI/UX flow for a first-person fast-paced movement game in Unity/C# at Vancouver Film School

Designer, Programmer — *Monsterkind* (Unreal Blueprint VFS Project)   *Sep 2024 - Nov 2024*

- Designed and developed a 3D tactical RPG in Unreal, featuring a **turn-based system** with combat and non-combat units, implemented with **event-driven Blueprint** scripting.

EDUCATION

Diploma In Game Design   *May 2024 - May 2025*
Vancouver Film School

Bachelor of Arts (Double Major in Computer Science and Psychology)   *Sep 2017 - Nov 2020*
University of British Columbia