

Wesley Cheng

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» Skills

Software

Unreal Engine 4, Unity, Photoshop, Gimp, Substance Suite, Maya, Blender, 3ds Max, Mudbox, MotionBuilder, Speedtree, World Machine, Perforce, After Effects

Programming Language

C++, C#, Python

» Work Experience

Third Gate Studios, Santa Barbara, CA

Lead Developer, 2016 - Current

Developed the game SOS Atlas from Kickstarter to release. Created various mechanics such as procedural map, AI, and general gameplay with splitscreen and network multiplayer.

Santa Barbara City College, Santa Barbara, CA

Instructor, 2016 - 2018

Virtual Reality Club Faculty Advisor, 2018

Multimedia Arts & Technologies Lab tutor, 2014 - 2015

Taught Game Design and 3D Environment Design with Unreal Engine 4, as well as related content creation software. Topics include scripting and implementation of game functionality via blueprints, landscape and level creation, texture and material, animation and rigging, and 3D modelling.

Responsible for drafting lesson plans, conduct lectures, and provide support for student projects ranging from 2D arcade to virtual reality prototypes.

» Projects

Incognita (2018)

An innovative large scale 3D procedural world with biomes.

SOS Atlas (2016-2018)

A fast paced split screen FPS with procedural map. Went from concept stage to Kickstarter, and released on Steam.

Vineyard 133 (2015)

An award winning archviz project developed with Unreal Engine. Users can explore and change the environment during runtime.

Left 4 Skool (2015)

A third person brawler game that features cartoonish environment and hectic action.

» Education

University of California, Santa Barbara, CA, Biological Science BS 2011–2013