# Yu-Chen Chu
github.com/captchaTW

## SKILLS

**Operating Systems** | Windows, Android, Linux

**Applications** | Unity3D, Eclipse, Visual Studio, PyCharm, MS Office Suite

**Programming**| Java, Python, C#, C++, SQL, Lua, Prolog, Lisp, HTML5, JavaScript, CSS, PHP

**Other**| Selenium, YOLOv3, NUnit, JUnit, Git, Swing

**Languages** | Spoken & Written: English, French | Spoken: Chinese

## EDUCATION

**Bachelor of Computer Science – General Program Co-op**          **2017- August 2020 (Expected)**
Concordia University, Montreal, QC

## WORK EXPERIENCE

**Software Developer Intern**                                          **Jun 2019-Aug 2019**
Iristel, Kirkland, Montreal
- Automated extraction and data parsing of quarterly agents commission reports and customer call center details reports  using Selenium and Python
- Wrote unit tests for a multitude of customer support web applications using Selenium and NUnit

**Research & Development Trainee in Computer Science**                **Sept 2018-Dec 2018**
Communications Research Center, Nepean, Ottawa
- Developed a mixed reality application (Microsoft Hololens) using C# and Unity3D to visualize spectrum research. The simulation involved a realistic 3D model of downtown Ottawa, 5G spectrum data and federal geospatial data
- Used image recognition tool (YOLOv3) to identify objects to integrate into the mixed reality environment

## PROJECTS

**Point & Click Horror Game** | *https://waterpouch.itch.io/kutsu*                              **2019**
- Designed in a team of 5 a game based on the theme "Urban Legends"
- Created a point and click horror game with 22 different scenes and 3 main puzzles
- Acted as lead programmer to help teammates familiarize with Unity3D and to help debug issues
- Created the scripts required for user interaction and for gameplay using C# and Unity3D
- Won the Judge's favorites prize at McGameJam 2019

**Word & Deduction Game** |Academic Project                                                    **2019**
- Created the Codenames game in Java using a MVC architecture
- Developed the GUI using Swing, implemented the test units using JUnit and documented the process with LaTeX

**1vs1 Boss Fight Platformer** | *https://waterpouch.itch.io/cutegame*                         **2018**
- Designed in a team of 6 a game based on the theme "This isn't even my final form"
- Created a platform 1vs1 boss fight game with 5 different levels where the boss grows stronger every level
- Integrated the sound effects and background music and art into the game and create the platforms using Lua and Love2D
- Won the Judge's favorites prize at McGameJam 2018