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David Yu

Objective	Software Development/Engineering/Game Design
Education	<p>B.S. in Computer Science, Yale University, New Haven, CT, Expected May 2013</p> <ul style="list-style-type: none">• Thesis: <i>Algorithmic Policy Composition on the Maple SDN Controller</i>• Advanced Topics in Computer Graphics• Compilers and Interpreters• Computer Networks• Operating Systems
Experience	<p>CS 112 Undergraduate Course Grader, Yale University, New Haven, CT 2013</p> <ul style="list-style-type: none">• Graded problem sets and held office hours to assist students <p>Software Engineer in Test Intern, Microsoft, Bellevue, WA Summer 2012</p> <ul style="list-style-type: none">• Implemented UI automation in C#• Tested and delivered a quality feature of Windows 8 Ads in Apps• Assisted with integration of new test framework into team workflow <p>UI Development Consultant, ActualFood, New Haven, CT Summer 2011</p> <ul style="list-style-type: none">• Prototyped internal front-end in HTML5, CSS, and JavaScript
Coursework	<p>PIOS: distributed, deterministic instructional operating system TCP Reno: reliable transport and congestion control over Fishnet Raytracer: stochastic anti-aliasing and BSP acceleration LZW: compression/decompression tool using prunable hash-tables in C TCC: Compiler for the Tiger programming language in Standard ML</p>
Projects	<p>Jumpman: local co-op physics-based platformer in Flash Poisson: obstacle avoidance game for Windows Phone. Implemented AI steering. Exorcist: versus game about escaping a mine shaft. Worked on png-based level loader. Qubert: pared-down clone of Q-bert. Developed spline-based animation system.</p>
Honors	Sheffield Scholarship
Skills	<p>Programming Languages: Proficient in C, ActionScript, JavaScript. Familiar with Objective-C, C++ 98, C#, Java, Perl, Python, Ruby, Standard ML, shell scripting Design: Proficient in Adobe Flash, Illustrator, Photoshop. Familiar with Autodesk Maya, 3ds Max</p>