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David Yu

Objective	Software Development/Engineering/Game Design	
Education	B.S. in Computer Science, Yale University, New Haven, CT, Expected May 2013	
	<ul style="list-style-type: none">• Thesis: <i>On Network Policy Composition and the Maple SDN Controller</i>• Advanced Topics in Computer Graphics• Compilers and Interpreters• Computer Networks• Operating Systems	
Experience	Software Engineer , Visual Concepts, Novato, CA	June 2013 - present
	CS 112 Undergraduate Course Grader , Yale, New Haven, CT	Spring 2013
	<ul style="list-style-type: none">• Graded problem sets and a midterm• Held office hours to assist students with programming assignments	
	Software Engineer in Test Intern , Microsoft, Bellevue, WA	Summer 2012
	<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	
	UI Development Consultant , ActualFood, New Haven, CT	Summer 2011
	<ul style="list-style-type: none">• Prototyped internal front-end in HTML5, CSS, and JavaScript	
Coursework	LZW : compression/decompression utility with prunable hash-tables in C PIOS : distributed, deterministic instructional operating system Raytracer : stochastic anti-aliasing and BSP acceleration TCC : Compiler for the Tiger programming language in Standard ML TCP Reno : reliable transport and congestion control over Fishnet	
Projects	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.	
Honors	Sheffield Scholarship	
Skills	Programming Languages : Proficient in C, ActionScript, JavaScript, Java. Familiar with Objective-C, C++ 98, C#, Python, Standard ML, shell scripting Design : Proficient in Adobe Flash, Illustrator, Photoshop. Familiar with Autodesk Maya, 3ds Max	