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David Yu

Objective Game Design/Software Development

Education

B.S. in Computer Science, Yale University, New Haven, CT — May 2013

- **Thesis**: *On Network Policy Composition and the Maple SDN Controller*
- Advanced Topics in Computer Graphics
- Compilers and Interpreters
- Computer Graphics
- 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
- Graded problem sets and midterm
- Held office hours to assist students with programming assignments

Software Engineer in Test Intern, Microsoft, Bellevue, WA — Summer 2012
- 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
- Prototyped internal front-end in HTML5, CSS, and JavaScript

Coursework

LZW: compression/decompression utility using prunable hash-tables
PIOS: distributed, deterministic instructional operating system
Raytracer: with stochastic anti-aliasing and BSP acceleration
TCC: Compiler for the Tiger programming language in Standard ML
TCP Reno: reliable transport and congestion control in Fishnet simulator

Games

Jumpman: co-operative multiplayer physics-based platformer in Flash
Poisson: casual game for Windows Phone. Worked on smooth AI steering
Exorcist: antogonistic multiplayer adventure game with image-based level loader.
Qubert: 3D Q-bert clone in OpenGL with spline-based animations.
F_0: F-Zero clone in HTML5 with realtime multiplayer using Node and WebSocket.

Honors

Sheffield Scholarship (2012)

Skills

Proficient in: C, ActionScript, JavaScript, and Java
Comfortable with: C++ 98, C#, Python, Standard ML, Haskell, shell scripting
Design: Flash, Illustrator, Photoshop. Maya, 3ds Max, Blender