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David Yu

Objective	To help define the next generation of story-driven games.	
Education	B.S. in Computer Science, Yale University, New Haven, CT	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 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
	<ul style="list-style-type: none">• Graded problem sets and 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 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 : antagonistic multiplayer adventure game with image-based level loader. Qubert : 3D Q-bert clone in OpenGL with spline-based animations. F₀ : 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	