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David Yu

Experience

Software Engineer, Features Team, Visual Concepts, Novato, CA 06.2013 - present
- Implemented various MyGM and MyCAREER features in NBA 2K14.
- Significant work on Edit Player feature.

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

Skills

Proficient in: C, ActionScript, JavaScript, and Haxe
Comfortable with: C++ 98, C#, Python, Java, Standard ML, Haskell
Design: Flash, Illustrator, Photoshop, Blender

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

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

Projects

Jumpman: co-operative physics-based platformer in Flash
Poisson: casual game for Windows Phone. Worked on smooth AI steering
Exorcist: unco-operative advengame. Worked on per-pixel parsing and level design.
Qubert: incomplete 3D Q-bert clone in OpenGL with spline-based movement.
F_0: Racing game prototype in JS with networked multiplayer on Node and WebSocket.

Honors

Sheffield Scholarship (2012)

Objective

To assist in redefining or implementing the next generation of story-driven games. To work on interesting, hard problems on the intersection of mathematics, art, engineering, and computer science.