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# David Yu

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|---|---|---|
| **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 frontend 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. Team of two.
**Collector's Quest**: physics-based platformer in Unity for Ludum Dare 28. Team of two.
**Poisson**: casual game for Windows Phone. Worked on smooth AI steering. Team of three.
**Exorcist**: antagonistic adventure game for Toronto Game Jam 2012. Team of three.
**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.