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# David Yu

<b>Objective</b>	To help redefine the next generation of story-driven games.	
<b>Education</b>	B.S. in Computer Science, Yale University, New Haven, CT	May 2013
	<ul style="list-style-type: none"><li>• <b>Thesis:</b> <i>On Network Policy Composition and the Maple SDN Controller</i></li><li>• Advanced Topics in Computer Graphics</li><li>• Compilers and Interpreters</li><li>• Computer Graphics</li><li>• Computer Networks</li><li>• Operating Systems</li></ul>	
<b>Experience</b>	<b>Software Engineer</b> , Visual Concepts, Novato, CA	June 2013 - present
	<b>CS 112 Undergraduate Course Grader</b> , Yale, New Haven, CT	Spring 2013
	<ul style="list-style-type: none"><li>• Graded problem sets and midterm</li><li>• Held office hours to assist students with programming assignments</li></ul>	
	<b>Software Engineer in Test Intern</b> , Microsoft, Bellevue, WA	Summer 2012
	<ul style="list-style-type: none"><li>• Implemented UI automation in C#</li><li>• Tested and delivered a quality feature of Windows 8 Ads in Apps</li><li>• Assisted with integration of new test framework into team workflow</li></ul>	
	<b>UI Development Consultant</b> , ActualFood, New Haven, CT	Summer 2011
	<ul style="list-style-type: none"><li>• Prototyped internal front-end in HTML5, CSS, and JavaScript</li></ul>	
<b>Coursework</b>	<b>LZW</b> : compression/decompression utility using prunable hash-tables <b>PIOS</b> : distributed, deterministic instructional operating system <b>Raytracer</b> : with stochastic anti-aliasing and BSP acceleration <b>TCC</b> : Compiler for the Tiger programming language in Standard ML <b>TCP Reno</b> : reliable transport and congestion control in Fishnet simulator	
<b>Games</b>	<b>Jumpman</b> : co-operative multiplayer physics-based platformer in Flash <b>Poisson</b> : casual game for Windows Phone. Worked on smooth AI steering <b>Exorcist</b> : antagonistic multiplayer adventure game with image-based level loader. <b>Qubert</b> : 3D Q-bert clone in OpenGL with spline-based animations. <b>F<sub>0</sub></b> : F-Zero clone in HTML5 with realtime multiplayer using Node and WebSocket.	
<b>Honors</b>	Sheffield Scholarship (2012)	
<b>Skills</b>	<b>Proficient in</b> : C, ActionScript, JavaScript, and Java <b>Comfortable with</b> : C++ 98, C#, Python, Standard ML, Haskell, shell scripting <b>Design</b> : Flash, Illustrator, Photoshop. Maya, 3ds Max, Blender	