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David Yu

Objective	Game Design/Software Development
Education	B.S. in Computer Science, Yale University, New Haven, CT, Expected 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 Networks• Operating Systems
Experience	<div><div>Software Engineer, Visual Concepts, Novato, CA</div><div>June 2013 - present</div></div> <div><div>CS 112 Undergraduate Course Grader, Yale, New Haven, CT</div><div>Spring 2013</div><ul style="list-style-type: none">• Graded problem sets and midterm• Held office hours to assist students with programming assignments</div> <div><div>Software Engineer in Test Intern, Microsoft, Bellevue, WA</div><div>Summer 2012</div><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</div> <div><div>UI Development Consultant, ActualFood, New Haven, CT</div><div>Summer 2011</div><ul style="list-style-type: none">• Prototyped internal front-end in HTML5, CSS, and JavaScript</div>
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 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. F' : F-Zero clone in HTML5 with realtime multiplayer using Node and WebSocket.
Honors	Sheffield Scholarship (2012)
Skills	Proficient in : C, ActionScript, JavaScript, and Java Familiar with : C++ 98, C#, Python, Standard ML, shell scripting Design : Flash, Illustrator, Photoshop. Maya, 3ds Max, Blender