

David Yu

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| Experience | Software Engineer , Visual Concepts (2K Games), Novato, CA 06.2013 - present <ul style="list-style-type: none">• Shipped titles: NBA 2K14, NBA 2K15, NBA 2K16, NBA 2K17.• Owned complex player editor UI.• Extended player editor to implement arena and team branding editors• Provided API for engineers to implement player uniform and team staff editors• Designed and implemented dynamic animated camera system for editors• Co-led effort to refactor mouse system implementation and workflow for PC port• Co-maintained and extended internal UI authoring tool• Maintained internal shader material editing tool |
| | Visualization , Maple SDN 2014 - 2015 <ul style="list-style-type: none">• Prototyped and maintained web-based visualization tools for an SDN controller |
| | Undergraduate Course Grader , Yale, New Haven, CT Spring 2013 <ul style="list-style-type: none">• Graded problem sets and midterm for Introductorion to Programming (CS112)• 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 |
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| Projects | Robinson : real-time forward renderer written in WebGL and TypeScript. GML : vector math library for real-time applications in TypeScript, Haxe, and C++. Slowpoke : raytracer in Haskell. Artemisx : Haxe port of Artemis component entity system framework. Sonar : networked multiplayer 2D SHMUP prototype in Haxe. Uses Artemisx. All project source code available on github.com/davidyu |
| Education | B.S. in Computer Science, Yale University, New Haven, CT 2013 <ul style="list-style-type: none">• Thesis advised by Richard Yang and Andreas Voellmy• Advanced Topics in Computer Graphics• Compilers and Interpreters• Computer Graphics• Computer Networks• Operating Systems |
| Coursework | LZW : compression/decompression utility using prunable hash tables in C RockGen : Blender script for generating rock geometry using L-system and Voronoi noise TCC : compiler for the Tiger programming language in Standard ML |
| Skills | Proficient in : C (99), Haxe, and TypeScript Comfortable with : ActionScript, C++, Haskell, JavaScript, Lua, Python, Standard ML Design : Flash, Illustrator, Photoshop, Blender Tools : Git, Perforce, Vim, Visual Studio |
| Interests | Basketball, competitive Overwatch, gameplay prototyping, game engine architecture |