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# David Yu

<b>Objective</b>	Software Development/Engineering/Game Design
<b>Education</b>	B.S. in Computer Science, Yale University, New Haven, CT, Expected May 2013 GPA 3.7 in major, 3.6 overall
<b>Experience</b>	<p><b>Undergraduate Course Grader</b>, Yale University, New Haven, CT      Spring 2013</p> <ul style="list-style-type: none"><li>• (Will probably) Grade homework and exams for CS478 Computer Graphics</li></ul> <p><b>Software Engineer in Test Intern</b>, Microsoft, Bellevue, WA      Summer 2012</p> <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> <p><b>UI Development Consultant</b>, ActualFood, New Haven, CT      Summer 2011</p> <ul style="list-style-type: none"><li>• Prototyped internal front-end in HTML5, CSS, and JavaScript</li></ul>
<b>Coursework</b>	<p><b>TCP Reno</b>: reliable transport and congestion control over Fishnet</p> <p><b>Raytracer</b>: with stochastic anti-aliasing and BSP acceleration</p> <p><b>HPWS</b>: multithreaded and asynchronous web server designs in Java</p> <p><b>LZW</b>: compression/decompression tool using prunable hash-tables in C</p> <p><b>Compiler</b>: fully-featured Tiger Compiler in Standard ML</p> <p><b>Stroboscopik</b>: prototype of semi-decentralized strobing on Android</p>
<b>Projects</b>	<p><b>Jumpman</b>: local co-op physics-based platformer in Flash</p> <p><b>Poisson</b>: obstacle avoidance game for Windows Phone. Implemented AI steering.</p> <p><b>Exorcist</b>: versus game about escaping a mine shaft. Worked on png-based level loader.</p> <p><b>Qubert</b>: pared-down clone of Q-bert. Developed spline-based animation system.</p>
<b>Honors</b>	Sheffield Scholarship
<b>Skills</b>	<p><b>Programming Languages</b>: Proficient in C, ActionScript, JavaScript. Familiar with Objective-C, C++ 98, C#, Java, Standard ML, shell scripting</p> <p><b>Design</b>: Proficient in Adobe Flash, Illustrator, Photoshop. Familiar with Autodesk Maya, 3ds Max</p>