PO Box 201373
New Haven, CT 06520
lewen.yu@yale.edu

David Yu

Objective Software Development/Engineering/Game Design

Education B.S. in Computer Science, Yale University, New Haven, CT, Expected May 2013

- **Thesis**: *Algorithmic Policy Composition on the Maple SDN Controller*
- Advanced Topics in Computer Graphics
- Compilers and Interpreters
- Computer Networks
- Operating Systems

Experience

CS 112 Undergraduate Course Grader, Yale University, New Haven, CT 2013
- Graded problem sets and held office hours to assist students

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 front-end in HTML5, CSS, and JavaScript

Coursework

TCP Reno: reliable transport and congestion control over Fishnet
Raytracer: with stochastic anti-aliasing and BSP acceleration
HPWS: multithreaded and asynchronous web server designs in Java
LZW: compression/decompression tool using prunable hash-tables in C
Compiler: fully-featured Tiger Compiler in Standard ML
Stroboscopik: prototype of semi-decentralized strobing on Android

Projects

Jumpman: local co-op physics-based platformer in Flash
Poisson: obstacle avoidance game for Windows Phone. Implemented AI steering.
Exorcist: versus game about escaping a mine shaft. Worked on png-based level loader.
Qubert: pared-down clone of Q-bert. Developed spline-based animation system.

Honors Sheffield Scholarship

Skills

Programming Languages: Proficient in C, ActionScript, JavaScript. Familiar with Objective-C, C++ 98, C#, Java, Perl, Python, Ruby, Standard ML, shell scripting
Design: Proficient in Adobe Flash, Illustrator, Photoshop. Familiar with Autodesk Maya, 3ds Max