David Yu

Experience

Software Engineer, Features Team, Visual Concepts, Novato, CA — 06.2013 - present
- Edit Player UI.
- Shipped titles: NBA 2K14, NBA 2K15.

CS 112 Undergraduate Course Grader, Yale, New Haven, CT — Spring 2013
- Graded problem sets and midterm
- Held office hours to assist students with programming assignments

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 frontend in HTML5, CSS, and JavaScript

Skills

Proficient in: C, Haxe, and JavaScript
Comfortable with: C++ 98, Haskell, Python, Ruby, Standard ML, TypeScript
Design: Flash, Illustrator, Photoshop, Blender

Education

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

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

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

Sonar (working title): multiplayer exploration game in Haxe and Node.
Tessellations (working title): puzzle game. Design and implementation.
Collector's Quest: physics-based platformer in Unity for Ludum Dare 28. Team of two.
$\mathbf{F}_0$: racing game prototype in JS with networked multiplayer on Node and WebSocket.

Honors

Sheffield Scholarship (2012)