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David Yu

Objective	Game Design/Software Development
Education	<p>B.S. in Computer Science, Yale University, New Haven, CT, Expected May 2013</p> <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	<p>Software Engineer, Visual Concepts, Novato, CA June 2013 - present</p> <p>CS 112 Undergraduate Course Grader, Yale, New Haven, CT Spring 2013</p> <ul style="list-style-type: none">• Graded problem sets and midterm• Held office hours to assist students with programming assignments <p>Software Engineer in Test Intern, Microsoft, Bellevue, WA Summer 2012</p> <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 <p>UI Development Consultant, ActualFood, New Haven, CT Summer 2011</p> <ul style="list-style-type: none">• Prototyped internal front-end in HTML5, CSS, and JavaScript
Coursework	<p>LZW: compression/decompression utility using prunable hash-tables</p> <p>PIOS: distributed, deterministic instructional operating system</p> <p>Raytracer: with stochastic anti-aliasing and BSP acceleration</p> <p>TCC: Compiler for the Tiger programming language in Standard ML</p> <p>TCP Reno: reliable transport and congestion control in Fishnet simulator</p>
Projects	<p>Jumpman: co-operative multiplayer physics-based platformer in Flash</p> <p>Poisson: casual game for Windows Phone. Worked on smooth AI steering</p> <p>Exorcist: antagonistic multiplayer adventure game with image-based level loader.</p> <p>Qubert: 3D Q-bert clone in OpenGL with spline-based animations.</p> <p>F₀: F-Zero clone in HTML5 with realtime multiplayer using Node and WebSocket.</p>
Honors	Sheffield Scholarship (2012)
Skills	<p>Proficient in: C, ActionScript, JavaScript, and Java</p> <p>Comfortable with: C++ 98, C#, Python, Standard ML, Haskell, shell scripting</p> <p>Design: Flash, Illustrator, Photoshop. Maya, 3ds Max, Blender</p>