

David Yu

Experience	Software Engineer , Visual Concepts (2K Games), Novato, CA	2013 - present
	<ul style="list-style-type: none">• Shipped titles: NBA 2K14, NBA 2K15, NBA 2K16, NBA 2K17, NBA 2K18• Co-led maintenance and development of in-game UI tool, build, and runtime<ul style="list-style-type: none">– Extended C# editor and pipeline for usability and improved performance– Extended runtime UI widget features and API in C++• Maintained and extended internal art and databuild tools, including:<ul style="list-style-type: none">– Maya material editor– Maya character clothing and accessory editor– Runtime shader parameter tweaking tool– Co-led studio upgrade from Maya 2016 to Maya 2018• Led PC mouse UI workflow improvements for NBA 2K16 - 2K18• Owned complex in-game player editor and arena editor UI for NBA 2K14 - 2K18	
	Visualization , Maple SDN	2014 - 2015
	<ul style="list-style-type: none">• Prototyped web-based visualization tools for an experimental SDN controller	
	Software Engineer in Test Intern , Microsoft, Bellevue, WA	Summer 2012
	<ul style="list-style-type: none">• Implemented UI automation testing in C#	
Projects	Robinson : real-time renderer in WebGL and TypeScript for prototyping rendering techniques. 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. 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 on Software-Defined Networks advised by Richard Yang and Andreas Voellmy• Advanced Topics in Computer Graphics• Compilers and Interpreters• Computer Networks• Operating Systems	
Skills	Proficient in : C (99) and TypeScript Comfortable with : C#, C++, Haskell, Haxe, JavaScript, MEL, Python Design : Flash, Illustrator, Photoshop, Blender Tools : Git, Perforce, Vim, Visual Studio	
Interests	Overwatch, basketball, Pico-8 game development, weightlifting, stargazing	