

# Daniel Yu

[danielyu742@outlook.com](mailto:danielyu742@outlook.com) | (530) 813-8200  
3201 S. Hoover Street, Apt #2208, Los Angeles, CA 90089  
[dyu1112.github.io](https://github.com/dyu1112) | [linkedin.com/in/daniel-yu-aa4b8420b](https://linkedin.com/in/daniel-yu-aa4b8420b)

## EDUCATION

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**BS in Computer Science Games** - *University of Southern California, Los Angeles, CA* Aug. 2021 - Present

**GPA:** 3.94

**Expected Graduation Date:** May 2025

**Honors:** USC Viterbi Dean's List - Fall '22

**Relevant Coursework:** Data Structures and Object Oriented Design, Linear Algebra and Linear Differential Equations, Calculus II, Video Game Programming, Intermediate Game Design and Production

## RELEVANT EXPERIENCE

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**Sound Team** - *Open Alpha USC* Jan. 2023 - Present

- Composed music tracks and sound effects in Ableton Live and implemented them into Unity projects through Wwise
- Collaborated with the design team to create an audio asset list

## WORK EXPERIENCE

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**Video Technician, Technical Assistant** - *Trojan Event Services* Oct. 2021 - Present

- Assisted video technicians with operating video cameras and video switchers
- Assisted staff in the transportation of equipment

**Orientation Advisor** - *USC Office of Orientation* Mar. 2022 - Jan. 2023

- Gave presentations about USC with a partner to groups of 10-20 students two or more times a week
- Held one-on-one talks with incoming students over Zoom and answered questions
- Communicated with co-workers, students, and parents on a daily basis

## ACTIVITIES

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**Programmer, Composer** - *Open Alpha Open Game Jam* Nov. 2022

- Composed and implemented two music tracks into a Unity project in one weekend
- Implemented health and damage systems
- Won Best Mechanics, Best Sound, and Best Design

**Sound Designer, Programmer** - *MEGA Newbies and Vets Game Jam* Oct. 2022

- Created folly sound effects and implemented them into a Unity project in one weekend
- Won Best Overall

## SKILLS

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- C++
- C#
- Java
- HTML, CSS, and JS
- Unity
- Autodesk Maya
- Visual Studio