Daniel Yu

Gameplay Programmer and Sound Designer

Website - <u>dyu1112.github.io</u> Email - danielyu742@outlook.com Cell - 530-813-8200

Linkedin - linkedin.com/in/daniel-yu-aa4b8420b

EDUCATION

University of Southern California

Los Angeles, CA

(BS) Computer Science Games

Aug. 2021 - Present

GPA: 3.95

Expected Graduation Date: May 2025

Relevant Coursework: Game Design Workshop, Linear Algebra and Differential Equations, Video Game Programming, Intermediate Game Design and Production, Advanced Gameplay Programming

SKILLS

Computer Programming: C++, C#, Java Digital Art: Maya

Game Development: Unity, Unreal Sound: Wwise, Ableton Live

PROJECTS

SOUND LEAD - Boo's There?

June 2023 - Present

- Implemented a layered music system in Wwise that seamlessly adds layers to the main BGM track after each level
- Implemented a dialogue blip system that plays unique sounds for each character for each NPC, in conjunction with Yarn Spinner
- Integrated Wwise into the Unity project
- Wrote Wwise documentation detailing basic Wwise functionality and previously implemented features
- Trained and maintained communication with a team of 5 sound designers twice every week

PROGRAMMER, DESIGNER - Free Will

May 2023 - Present

- Implemented a save and load system that saves data to a modifiable JSON file
- Implemented data persistence between levels and a level manager to control scene transitions
- Created functionality for reading and writing to an ASCII text file to create an invisible in-game maze
- Implemented a repelling force against the mouse cursor within a radius around an in-game object

LEAD PROGRAMMER, DESIGNER, 3D ARTIST - Hear Your Fear

Jan. 2023 - Apr. 2023

- Modeled all 3D environments and props using Unity Pro Builder and Autodesk Maya
- Implemented a pathing system for enemies that allowed for enemies to follow fixed paths
- Implemented telemetry for gathering data and ran two formal playtest sessions
- Formulated the game's core gameplay loop and concept alongside a partner

WORK EXPERIENCE

STUDENT WORKER - USC East Asian Studies Center

Aug 2023 - Present

- Managed Instagram and Facebook accounts by posting and designing graphics on Canva
- Updated old website pages to be more visually cohesive and consistent
- Assembled and maintained information about upcoming events and job opportunities
- Assisted in daily operations by taking calls, preparing events, and directing guests