

Daniel Yu

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EDUCATION

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

GPA: 3.95

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

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

- 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

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

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

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