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

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

PROJECTS

Programmer - *Free Will*   May 2023 - Present

- Implemented a save and load system that saves data to a modifiable JSON file
- Implemented an options menu with submenus, navigable by mouse and keyboard

Sound Designer - *Sorelle*   Apr. 2023 - Present

- Designed all 6 of the levitation power sound effects for one of the main characters in Ableton

WORK EXPERIENCE

Student Worker - USC *East Asian Studies Center*   Aug 2023 - Present

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

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 directed guests on Orientation days
- Communicated with co-workers, students, and parents on a daily basis

EXTRACURRICULARS

Sound Lead, Sound Team Member - *Open Alpha USC*   Jan. 2023 - Present

- Composed music tracks and sound effects in Ableton and implemented them into Unity through Wwise
- Collaborated with the design team to create an audio asset list for a video game every semester
- Developed Wwise, music theory, and sound design curriculum for new members

SKILLS

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