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: Principles of Software Development, Introduction to Algorithms and Theory of Computing, Data Structures and Object Oriented Design, Linear Algebra and Linear Differential Equations, Calculus II

PROJECTS

Backend Developer - *UScheduler*   Feb. 2023 - Apr. 2023
- Coded backend using Java servlets in Apache Tomcat
- Created weekly documentation under the Waterfall design methodology

Designer, Programmer, UI, 3D Artist - *Hear Your Fear*   Jan. 2023 - Apr. 2023
- Worked with a partner and audio designers to create a game in Unity from Pre-Production to Post-Production in Agile development
- 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 designer-made paths
- Implemented telemetry for gathering data and ran two formal playtests

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

SKILLS

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