

Chien-Yu Chu

Gameplay Programmer

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Languages

- C/C++
- C#
- Java
- JavaScript / HTML / CSS
- JQuery
- SQL
- OpenGL
- DirectX 11

Tools

- Visual Studio
- Unity
- Unreal
- Photoshop
- IntelliJ
- Spring Boot
- Hibernate
- Git
- Perforce
- Jira

Skills

- Software Engineering
- Game Design
- Shader
- Unreal Blueprint
- Object-Oriented Design
- Data Structures
- Agile Development
- Procedural Generation
- Web Development

Hobbies

- Rubik's Cube
- Painting

Work experience

Web Developer | Think power Feb. 2018 – Jul. 2019

- Implemented the internal ERP system
- Generated the accounting sheets for user which display the asset details
- Handled with large database

Lecturer | K-Kingdom Jul. 2013 – Feb. 2018

- Instructed computer language for elementary school students
- Organized the class of 10 students and solve each student's question

Projects

HaberDashers | SMU GUILDHALL Feb. 2020 – May. 2020

Unreal Engine 4 | 60 people team | Shipped to Steam

- Implemented kart movement and physics
- Designed game blueprint architecture through engineering discussions
- Structured animation transition

Light Up The Knight | SMU GUILDHALL Oct. 2019 – Dec. 2020

Unity 5 | 4 people team

- Developed every setting panel for level designer
- Designed whole game logic
- Implemented auto path, combo system, score system

Personal Engine | SMU GUILDHALL Sep. 2019 – Present

Unity 5 | 4 people team

- Developed 2D and 3D rendering framework
- Designed multiple systems such as input, audio, event system, dev console
- Implemented 2D collision correction

Education

Southern Methodist University – Guildhall | Plano, TX May 2021

Master of Interactive Technology, Specialization in Software Development

Fo Guang University | Yilan, Taiwan Jun. 2017

Bachelor of Science in Department of Applied Informatics