

# Chien-Yu Chu

## Tools Programmer & Gameplay Programmer

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### PROFESSIONAL EXPERIENCE

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**JAM CITY** **Los Angeles, CA**  
**Software Engineer** **Apr. 2023 – Aug. 2024**

- Panda Pop
  - Collaborated with an international team across South and North America
  - Developed an innovative editor tool that enhances designers' work efficiency and productivity
  - Revamped the game's UI to modernize its design and improve user experience

**Associate Software Engineer** **Jul. 2021 – Apr. 2023**

- Genies & Gems
  - Maintained and optimized an internal editor in C++, utilizing Qt and Jam City's cross-platform engine.
  - Collaborated with artists to integrate new tools and components into the internal editor.
  - Published the internal editor for level designers and artists, enhancing level creation and UI placement.
  - Implemented new game event features for Genies & Gems.

**TPI SOFTWARE** **Taipei City, Taiwan**  
**Back End Engineer** **Feb. 2018 – Jul. 2019**

- Developed and integrated internal ERP system modules to streamline operations for over 200 employees
- Engineered an API management platform for the Taipei City Government

### OTHERS PROJECTS

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#### 2D TILE MAP EDITOR WITH SCRIPTABLE BRUSH

**C++ / Qt 5 / Thesis** **Jun. 2020 – May. 2021**

- Developed a tile-based map editor with layers, tools, and map saving/loading capabilities
- Designed a scriptable brush system enabling users to customize brushes
- Engineered a plugin for exporting maps from the editor to Unity

**TRIKAYA** **Jun. 2020 – Dec. 2020**  
**Unreal Engine 4 / 11 people team / Shipped to Steam**

- Established a base class for interactable objects
- Programmed a checkpoint and saving system

#### PERSONAL ENGINE

**D3D11 C++** **Sep. 2019 – May. 2021**

- Created a robust 2D and 3D rendering framework
- Designed various systems including input, audio, event handling, and a developer console
- Implemented precise 2D collision correction

### EDUCATION

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**SOUTHERN METHODIST UNIVERSITY – GUILDHALL** **Plano, TX**  
**Master of Interactive Technology, Specialization in Software Development** **May 2021**

### SKILLS

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- Program Management: Jira, Git, Proforce, Jenkins
- Technical Skills: C++, C#, Java, JavaScript
- Framework / Engine: Unity, Unreal, Qt, Spring Boot