Chien-Yu Chu

Tools Programmer & Gameplay Programmer

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Languages

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

Tools

- Visual Studio
- Unity
- Unreal
- Intellij
- Spring Boot
- Git
- Perforce
- Qt5
- Photoshop

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

Back End Engineer (Full Time) |TPIsoftware Feb. 2018 – Jul. 2019
- Implemented the internal ERP system modules for the 200 employees
- Generated the accounting sheets for user which display the asset details
- Handled the database with over 10000 data

Projects

2D Tile Map Editor with Scriptable Brush   Jun. 2020 – Present

C++ | Qt 5 | Thesis
- Built tile-based map editor with layer, tools, and saving/loading the map
- Created scriptable brush system that allows user to customize the brush
- Structured a plugin for exporting a map from editor to Unity

Trikaya | SMU GUILDHALL   Jun. 2020 – Dec. 2020

Unreal Engine 4 | 11 people team | Shipped to Steam
- Established interactable object base class
- Programmed check point and saving system

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

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

Unity 5 | 4 people team
- Developed setting panel for level designers
- Implemented auto path, combo system and score system

Personal Engine | SMU GUILDHALL   Sep. 2019 – Present

D3D11 C++
- 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