

# Chien-Yu Chu

Game 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
- Hibernate
- 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

**Web Developer (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 Tilemap Editor with script brush** Jun. 2020 – Present

C++ | Qt 5 | Thesis

- Built complete tile-based map painting editor
- Created 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

- Structured interactive object base class
- Implemented interactive objects acting with the spell
- Developed 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