

Chien-Yu Chu

Tools Programmer & Gameplay Programmer

sam830917@gmail.com • + 1 (214) 713-2893

PROFESSIONAL EXPERIENCE

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

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

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

SKILLS

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