Chien-Yu Chu
Tools Programmer & Gameplay Programmer
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PROFESSIONAL EXPERIENCE

JAM CITY   **Los Angeles, CA**
Software Engineer   **Apr. 2023 – Aug. 2024**
- Panda Pop - **UNITY, C#**
  - o Collaborated with an international team across South and North America
  - o Developed an innovative editor tool that enhances designers' work efficiency and productivity
  - o Revamped the game's UI to modernize its design and improve user experience

Associate Software Engineer   **Jul. 2021 – Apr. 2023**
- Genies & Gems - C++, Qt
  - ○ 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

TPISOFTWARE   **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
Unreal Engine 4 | 11 people team | Shipped to Steam   **Jun. 2020 – Dec. 2020**
- 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
- Language: Chinese(native), English(Business), Japanese(Intermediate)