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
- Photoshop
- Intellij
- Spring Boot
- Hibernate
- Git
- Perforce
- Qt5

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) | Think power   Feb. 2018 – Jul. 2019
- Implemented the internal ERP system
- Generated the accounting sheets for user which display the asset details
- Handled with large database

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