

Chien-Yu Chu

Tools & Gameplay Programmer

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

PROFESSIONAL EXPERIENCE

JAM CITY Los Angeles, CA
Software Engineer Apr. 2023 – Aug. 2024

- **Panda Pop** - UNITY, C#
 - Revamped the game's UI to modernize its design and improve user experience
 - Developed a batch mode screenshot tool for generating level images to assist designers in building a level library
 - Optimized the sale popup feature, enhancing flexibility in visualization and configuration

Associate Software Engineer Jul. 2021 – Apr. 2023

- **Genies & Gems** - C++, Qt
 - Deployed and extended a Qt-based internal editor for level design, UI placement, localization, and particle effects
 - Overhauled the keyframe animation timeline on editor, resulting in a significant improvement in visualization
 - Authored and maintained technical documentation and user manual for editor
 - Implemented the window resizable on Cocoa environment for game simulation on macOS

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 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 GAME 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