

# Chien-Yu Chu

Tools Programmer & Gameplay Programmer

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## Languages

- C++
- C#
- Java
- JavaScript / HTML / CSS
- JQuery
- SQL
- OpenGL
- DirectX 11

## Tools

- Visual Studio
- Unity
- Unreal
- XCode
- Spring Boot
- Git
- Perforce
- Qt
- Photoshop

## Skills

- Software Engineering
- Cross Platform Game
- Shader
- Unreal Blueprint
- Web Development

## Hobbies

- Rubik's Cube
- Painting

## Work experience

**Associate Software Engineer** | Jam City Jul. 2021 – Present  
Culver City, California, United States

- Working with artists to add new tools/components for the internal editor
- Publishing the editor for level designer making level and artists placing UI

**Back End Engineer** | TPIsoftware Feb. 2018 – Jul. 2019  
Taipei City, Taiwan

- Implemented the internal ERP system modules for over 200 employees
- Built an API management platform for Taipei City Government

## Projects

**Genies & Gems** Jul. 2021 – Present  
Internal Engine & Qt Editor | Shipped to web, Android and IOS

- Maintaining and optimizing the internal editor
- Implementing the new game event feathers

**2D Tile Map Editor with Scriptable Brush** Jun. 2020 – May. 2021  
C++ | Qt 5 | Thesis

- Built tile-based map editor with layer, tools, and saving/loading the map
- Created scriptable brush system that allows user to customize the brush
- Structured 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

- Established interactable object base class
- Programmed check point and saving system

**Personal Engine** | SMU GUILDHALL Sep. 2019 – May. 2021  
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