**Work experience**

**Associate Software Engineer** |Jam CityJul. 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** |TPIsoftwareFeb. 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 GUILDHALLJun. 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 GUILDHALLSep. 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

**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

**Education**

**Southern Methodist University – Guildhall** | Plano, TXMay 2021

Master of Interactive Technology, Specialization in Software Development

**Fo Guang University** | Yilan, TaiwanJun. 2017

Bachelor of Science in Department of Applied Informatics

**Chien-Yu Chu**

Tools Programmer & Gameplay Programmer

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