**Languages**

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

**Tools**

* Visual Studio
* Unity
* Unreal
* Photoshop
* Intellij
* Spring Boot
* Hibernate
* Git
* Perforce
* Jira

**Skills**

* Software Engineering
* Game Design
* Shader
* Unreal Blueprint
* Object-Oriented Design
* Data Structures
* Agile Development
* Procedural Generation
* 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

**Projects**

**HaberDashers** | SMU GUILDHALLFeb. 2020 – May. 2020

Unreal Engine 4 | 60 people team | Shipped to Steam

* Implemented kart movement and physics
* Designed game blueprint architecture through engineering discussions
* Structured animation transition

**Light Up The Knight** |SMU GUILDHALLOct. 2019 – Dec. 2020

Unity 5 | 4 people team

* Developed every setting panel for level designer
* Designed whole game logic
* Implemented auto path, combo system, score system

**Personal Engine** | SMU GUILDHALLSep. 2019 – Present

Unity 5 | 4 people team

* Developed 2D and 3D rendering framework
* Designed multiple systems such as input, audio, event system, dev console
* Implemented 2D collision correction

**Work experience**

**Web Developer** |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

**Lecturer** |K-KingdomJul. 2013 – Feb. 2018

* Instructed computer language for elementary school students
* Organized the class of 10 students and solve each student's question

**Chien-Yu Chu**

Gameplay Programmer

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