

Ta “David” Yu

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github: [ta-david-yu](https://github.com/ta-david-yu)

EDUCATION

National Chiao Tung University – B.S. in Computer Science

Sept. 2014 - Jun. 2018, Graduated

- GPA: 3.86/4.3

EXPERIENCE

4-month Compulsory Military Service, Taiwan

Sept. 2018 - Jan. 2018

Akatsuki Inc., Taipei – Game Programmer Summer Intern

Aug. 2017 - Sept. 2017

- Gameplay programming for game tutorial.

MAIN PROJECT

Gerritory – Lead Designer, Programmer, Visual Designer

Jan. 2017 - Present

- A 4-player party games. It has won several game awards.

- I also made a teaser for it using Adobe Premiere.

PERSONAL GAME RELATED PROJECTS

2D Platformer Hunter – Programmer

Aug. 2018 - Present

- A 2D raycast-based platformer controller plugin made for Unity Engine.

DYEngine – Programmer

Sept. 2017 - Present

- A component-based 3D game engine that I developed in my leisure time. As a way to learn the core fundamentals of game engineering. Using modern C++ and OpenGL. Still under construction.

GAME JAM PROJECTS

Hee x Hoo – Programmer, Level Designer

- Global Game Jam 2018, Theme “Transmission”.

Nothing Lasts Forever – Programmer

- Global Game Jam 2016, Theme “Ritual”.

- Implement a 2D dynamic lighting system.

SKILLS

Programming languages

- C/C++, C#, JavaScript + ReactJS, PHP, GLSL/Unity Shader

Development tools

- Unity Engine, Visual Studio, git, SQL

Other tools

- Adobe Premiere, Aseprite

AWARDS

Taipei Game Show Indie Game Award

2019 – Best Design

Indieplay 2018 – 2nd place in Best Student Game.

Vision Get Wild 2018 – Silver in PC game genre and several other awards.

Academic Achievement Award – National Chiao Tung University

LANGUAGES

Chinese: native

English: intermediate

Japanese: elementary