

Ta “David” Yu

Game Developer, Gameplay/tools programmer

portfolio:

ta-david-yu.github.io/about-me

EDUCATION

B.A. Digital Games, Game Programming – Cologne Game Lab, TH Koeln, Germany

Sept. 2019 - Present

B.S. in Computer Science – National Chiao Tung University (now National Yangming Chiaotung University), Taiwan

Sept. 2014 - Jun. 2018, Graduated

GPA: 3.86/4.3

EXPERIENCE

Out Of The Mist – Programmer

Mar. 2020 - Present

- We are one of the teams in CGL Incubator.
- Designed in Unity with a team of 5 multidisciplinary developers.
- Extended the built-in tilemap editor in Unity to fit our needs. Due to the nature of our game, there could be 1000+ tile prefabs in one scene. Therefore, the level editor is also integrated with GPU Instancer so the tiles that share the same mesh and material can be instanced easily.
- Implemented a system that allows cross-level referencing so the designer can connect related props across different scenes easily.

Gerritory – Lead Programmer, Designer, Artist

Oct. 2017 - Oct. 2020

- Released on Steam and Nintendo Switch and has won several game awards since its debut.
- Led a team of four programmers remotely and communicated the requirements for code structure and core mechanics.
- Optimized and ported the game to Nintendo Switch.
- Implemented an in-game level editor with rect copying and undo/redo feature using Command pattern and make the level design process smoother.
- Used steganography to save level data inside the screenshot file of that level. Therefore it's easier to share and know the level layout by looking at the png file that stores the level data.

Akatsuki Inc., Taipei – Game Programmer Summer Intern

Aug. 2017 - Sept. 2017

- Worked in a small team to re-design the tutorial for a mobile game using an in-house C++ game engine.
- Programmed a tweening library to animate instructions in the tutorial and make it more enjoyable to look at.

RELATED SKILLS

Development tools

- Unity: 4+ years experience, console porting (Nintendo Switch) knowledge.

- Visual Studio, CLion, CMake, git, FMOD, SQL

Programming languages

- C#: Mainly used in Unity

- C++: Made component-based game framework

- JavaScript+React JS: Made my own portfolio website

- GLSL/Unity Shader: With computer graphics knowledge

AWARDS

Gerritory

Taipei Game Show Indie Game Award
2019 – Best Design

Indieplay China 2018 – 2nd place in Best Student Game.

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

Other

Academic Achievement Award –
National Chiao Tung University

LANGUAGES

Mandarin: native

English: fluent, TOEFL iBT – 100
(2019.1)