Ta "David" Yu

Game Developer, Gameplay/tools programmer

EDUCATION

B.A. Digital Games, Game Programming – Cologne Game Lab (CGL), TH Koeln, Germany
Sept. 2019 - Present (expected to graduate in July. 2023)

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

Codeglue – Programming Intern
Oct. 2021 - Mar. 2022 (6 months)
- Worked on porting the Shadowrun Trilogy to all major consoles (PS4, PS5, Xbox One, Xbox Series and Switch)
- Wrote an automatic asset replacement tool in Unity that extracts assets/assetbundles from the original PC build and substitutes them for missing resources in the repository.
- Developed in an obsolete Unity project and made multiple bug fixes. Become competent with bug-hunting & using debuggers in a large existing codebase.
- Got introduced to Xbox development and related debugging tools.
- Improved several user interfaces to support controllers.

Out Of The Mist – Programmer
Mar. 2020 - Present
- We were 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

RELATED SKILLS

Development Tools

– Unity: 5+ years experience, with console porting (Nintendo Switch, Xbox) knowledge.

– Unreal: Made a couple of short–term school projects with both Unreal C++ & Blueprint.

– SDL2 (with OpenGL), RenderDoc, Entitas, FMOD, Visual Studio, CLion, CMake, git, SQL

Programming Languages

– C#: Mainly used in Unity

– C++: Used to implement a custom 2D game engine for my bachelor project at CGL

– 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

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 (1 month)
- 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.

Mandarin Chinese: native

English: fluent, professional level