

# Ta “David” Yu

Gameplay programmer, Tools programmer

**portfolio:**

[ta-david-yu.github.io/about-me](https://ta-david-yu.github.io/about-me)

## EDUCATION

### Cologne Game Lab, TH Koln – B.A. Digital Games, Programming

Sept. 2019 - Present

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

Sept. 2014 - Jun. 2018, Graduated

GPA: 3.86/4.3

## WORK EXPERIENCE

### Akatsuki Inc., Taipei – Game Programmer Summer Intern

Aug. 2017 - Sept. 2017

- With two other programming interns, we programmed a newly-designed tutorial for an existing mobile game that was made with an in-house C++ game engine.
- I programmed a tweening library to animate instruction animations in the tutorial.

## PROJECTS

### Gerritory – Lead Programmer, Designer, Artist

Oct. 2017 - Oct. 2020

- Made with Unity and a team of 4 programmers. I was in charge of designing the overall code structure.
- Released on Steam and Nintendo Switch and has won several game awards since its debut.
- I optimized and ported the game to Nintendo Switch.
- I implemented an in-game level editor with rect copying and undo/redo feature using Command pattern.
- I used steganography to save level data inside the screenshot file of that level. Similar to how Spore stores creatures data in png files. Therefore it's possible to know the level layout just by looking at the png file that stores the level data.

### Out Of The Mist – Programmer

Mar. 2020 - Present

- Made with Unity and a team of 5. I was the only programmer on the team. We are one of the teams in CGL Incubator.
- I 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.
- I implemented a system that allows cross-level reference so the designer can connect related props across different scenes easily.

## 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

### 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.

### Academic Achievement Award – National Chiao Tung University

## LANGUAGES

**Mandarin:** native

**English:** fluent, TOEFL iBT – 100 (2019.1)