

# Ta “David” Yu

Game Developer, Gameplay/tools programmer

**Website:**

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## 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)
- Programmed an automatic asset replacement tool in Unity that extracts assets from the AssetBundles of the original PC build to substitute them for missing resources in the repository.
- Demonstrated excellent ability to read and work in a large legacy codebase. Fixed multiple bugs with extensive use of a debugger.
- Revamped several in-game UIs with game designers to support controllers and improve UX.
- Got introduced to Xbox development and related debugging tools.

### Out Of The Mist – Programmer

Mar. 2020 - Present

- We were one of the teams in CGL Incubator.
- Worked in Unity with a team of 5 multidisciplinary developers.
- Overhauled the built-in tilemap editor in Unity to improve the artist & designer's workflow.
- Integrated the tilemap editor with GPU Instancer to support massive tile-based levels (with 1000+ tile prefabs).
- Built a cross-scene referencing system that utilizes Scriptable Object, so that the designer can connect related objects 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 4 programmers remotely and communicated the requirements for code structure and core mechanics.

## 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), Entitas, FMOD, ImGui, RenderDoc, 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

- Optimized and ported the game to Nintendo Switch.
- Implemented an in-game level editor with rect copying and undo/redo feature using Command pattern for easier level creation process.
- Utilized steganography to save level data inside the screenshot image file of a level.

### **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.

### **LANGUAGES**

**Mandarin Chinese:** native

**English:** fluent, professional level