

# Ta “David” Yu

Game Developer, Gameplay/Tools Programmer

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## WORK EXPERIENCE

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### **Codeglue**, Remote – Programming Intern

*October 2021 – March 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/corrupt resources.
- Demonstrated excellent skill in navigating and modifying a large legacy codebase. Worked with QA testers and successfully resolved multiple bugs with the extensive use of a debugger and the creation of customized tools tailored to tackle specific bugs.
- Created written documentation to effectively communicate tool usage to both technical and non-technical team members.
- Revamped several in-game UIs with game designers to improve UX and support controllers.
- Learned about tools for Xbox development.

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

*August 2017 (1 month)*

- Worked in a small team to re-design the tutorial for Tales of Link (a mobile title in the Tales series) using an in-house C++ game framework.
- Programmed a tweening library to animate instructions in the tutorial and make it more enjoyable to look at.

## FEATURED PROJECTS

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### **Out Of The Mist** – Programmer

*March 2020 – Present*

- 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 Objects, so designers could easily connect related objects across different scenes.

### **Gerritory** – Lead Programmer, Designer, Artist

*October 2017 – October 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.
- Optimized and ported the game to Nintendo Switch. Including but not limited to draw calls reduction, improving game startup loading time and asset loading optimization.
- 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.

## EDUCATION

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### **B.A. Digital Games, Game Programming – Cologne Game Lab (CGL), TH Koeln, Germany**

*September 2019 – Present, Expected to graduate in July 2023*

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

*September 2014 – June 2018, Graduated (GPA: 3.86 / 4.30)*

## SKILLS

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### **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, Dear ImGui, RenderDoc, Visual Studio, CLion, CMake, git, SQL

### **Programming Languages**

- C++: Used to implement a custom 2D game engine for my bachelor project at CGL
- C#: Used professionally in Unity
- JavaScript + ReactJS: Made my own portfolio website
- GLSL/Unity Shader: With computer graphics knowledge

### **Languages**

- Mandarin Chinese: Native
- English: Fluent, Professional level

## RELATED AWARDS & ACHIEVEMENTS

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### **Gerritory**

- Best Design, Taipei Game Show, Indie Game Award 2019
- 2nd Place in Best Student Game, Indieplay China 2018
- Sliver in PC game genre and several other awards, Vision Get Wild 2018
- Official Selection, The MIX Indie Showcase at TGDF 2018

### **Other**

- Academic Achievement Award, National Chiao Tung University