

Ta “David” Yu

Game Developer, Gameplay/tools programmer

Website:

ta-david-yu.github.io/

Email:

ta.yu.gamedev@gmail.com

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. Worked with QA testers and fixed multiple bugs with extensive use of a debugger.
- Revamped several in-game UIs with game designers to support controllers and improve UX.
- Learned about tools for Xbox development.

Out Of The Mist – Programmer

Mar. 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

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.
- 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), Entitas, FMOD, Dear 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.

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 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.

Other

Academic Achievement Award -
National Chiao Tung University

LANGUAGES

Mandarin Chinese: native

English: fluent, professional level