

# Yu JoTseng

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## Education

University of Edinburgh **BSc Computer Science**

Sep 2016 - May 2020

- Year 1 grade: 80%
- Class rep: Represented my class and communicated student feedback to the University.

## Personal Projects

One Last Stroke

Nov 2017 - Present

- Developing a multiplayer FPS game for Windows PC with Unity using C#.
- Implementing a painting game mechanic by writing a custom shader.
- Making 3D models in Blender and using uNet for networking.

Expense Logger

Aug 2017 - Oct 2017

- Created an Android app to improve financial management using Java and Android Studio.
- Stored expense data in an SQLite database and made charts using the MPAndroidChart library to visualize expense analyses.
- Released on SlideME at <http://slideme.org/application/expense-logger>.

Personal Website

Jul 2017 - Aug 2017

- Designed and built my own website to showcase my projects.
- Used Bootstrap to make it fully responsive and added extra functionality with jQuery.

Bohred Atoms

Dec 2016 - Feb 2017

- Created a local multiplayer 2D shooter game for browsers and Windows PC using Unity and C#.
- Implemented the scientific Bohr Model of the atom as a game object, the shooting mechanics, the 2D collision detection system and the game UI.
- Published to itch.io at <https://uro.itch.io/bohred-atoms>.

## Hackathons

NetSquare **GreatUniHack**

Nov 2017

- Collaborated in a team of three to develop a visualized neural network where user input augments its behaviour.
- Created and trained the neural network to process and update its coordinates on the canvas using synaptic.js.

MySaber **StacsHack III**

Mar 2017

- Worked in a team of four to create an Android app that can record audio, save it to a database and play it when the phone is swung.
- Set up motion sensors and programmed the phone to load and play sounds when motion is detected.

## Skills

**Languages:** Java, C#, C, Python, SQL, HTML/CSS

**Technologies:** SQLite, MPAndroidChart, Unity, uNet, Bootstrap, Git

## Voluntary Experience

Embedded and Robotics Society **Head Mentor**

Sep 2017 - Present

- Tutoring peers in electronics and robotics workshops.

Game Development Society **Events Coordinator**

Mar 2017 - Present

- Preparing for Game Jams and Socials and making sure they run smoothly.

Dirty Weekenders **Volunteer**

Nov 2016 - Mar 2017

- Cooperated with other volunteers to carry out conservation work at various parks.