

Yu JoTseng

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in yujotseng

Education

University of Edinburgh **BSc Computer Science**

Sep 2016 - May 2020

- Year 1 grade: 80%
- Class rep

International School Groningen **International Baccalaureate**

Sep 2014 - May 2016

- Grade: 40/45
- Courses: Mathematics HL | Physics SL | Chemistry SL | Biology HL | English A SL | Dutch B HL

Personal Projects

One Last Stroke

Oct 2017 - Present

- Developing a multiplayer FPS game for Windows PC with Unity using C#.
- Implementing a Splatoon-like 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.

Personal Website

Jul 2017 - Aug 2017

- 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

Placelt **StudentHack V**

Mar 2017

- Worked in a team of four to develop a web-based chat game where users guess locations.
- Used the Google Places API to get data about points of interest and randomized the chosen location.

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 (familiar): Java | C# | SQL | HTML/CSS

Technologies: SQLite | MPAndroidChart | Unity | uNet | Bootstrap | Git

Societies

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.