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## EDUCATION

University of California, San Diego  
**Bachelor of Science in Electrical & Computer Engineering**

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## EXPERTISE

- Mobile application development in iOS, Android, J2ME, and BREW.
- 3D game development in iOS and Android with OpenGL ES.
- Design and create responsive sites with Rails, PHP, ASP.NET 2.0, or JSP.
- Database design & management.
- Architecture for reusable software.
- Tool development for workflow efficiency.
- Linode cloud server management & node balancing.
- Source code management, concurrent and distributed.
- Well-versed in Agile development cycle.

## Familiar Programming Languages and APIs

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|-------------------|----------------|
| • Objective C/C++ | • Java         |
| • C#              | • C++          |
| • Ruby on Rails   | • PHP          |
| • ASP.NET         | • JSP          |
| • SQL             | • Javascript   |
| • CSS             | • HTML         |
| • XML             | • Actionscript |
| • OpenGL ES       | • OpenVG       |
| • Python          | • NSIS         |

## Software Experience

- |                                 |                                |
|---------------------------------|--------------------------------|
| • XCode                         | • Visual Studio .NET 2003-2010 |
| • Eclipse                       | • SQL Server / MySQL           |
| • SVN / GIT / CVS               | • Perforce / Accurev           |
| • Jira / Trac / Pivotal         | • J2ME Wireless Toolkit        |
| • BREW SDK & Tools              | • Apache HTTP / Tomcat         |
| • Rails                         | • DOS / UNIX                   |
| • MS Office / Project / Visio   | • StarUML                      |
| • Adobe Photoshop / Illustrator | • Autodesk Maya                |

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## WORK EXPERIENCE

01/15 - Present

### Developer @ Amgen Inc, Thousand Oaks CA

- Implement Android application to help with patient adherence.
- Integration with HIPAA compliant MBaaS (NoSQL).
- Integration with GoogleFit and Maps framework.
- Integration with NewRelic for real-time analytics.
- Wrote documentation for application architecture.
- Implement AngularJS web portal for overseeing patient progress.

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03/14 - 12/14

### Developer @ Conversant Inc, Westlake Village CA

- Implement adherence to agile development principles.
  - Implement continuous integration into development cycle.
  - Source code management.
  - Source code review for iOS, Android, and PHP applications.
  - Development on internal applications PHP website.
  - Development on internal tools PHP website.
  - Development on internal solution for flash to html5 conversion.
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08/10 - 3/14

**Tech Lead @ Nokia Inc, Itasca IL**

- Lead team of 9 engineers, and 2 QA.
  - Mentor team members in different facets of the product.
  - Created an efficient setup process that cut setup times from 1 day to 30 minutes.
  - Created an efficient build process that cut build times from 2 minutes to negligible time.
  - Created system to track individual velocities to address the lack of accountability in the organization.
  - Created tool in J2SE to verify translation drops.
  - Made valuable contributions to the organization's move towards the Agile development process.
  - Consistently hit deadlines through good planning & reasonable estimates.
  - Promote team bonding through team events.
  - Altered existing J2SE development tool from Oracle to facilitate the development process.
  - Development of Android Chromium-based browser for the Nokia X.
  - Development of new features for the Nokia Browser in J2ME.
  - Maintained the core legacy product using a variety of HTML, JavaScript, and Java knowledge.
  - Solve difficult problems through creative thinking.
  - Lecturer for Agile Day 2014.
  - Lecturer for Learning Something New: BDD.
  - Lecturer for Learning Something New: Code Smells.
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05/09 - 07/10

**Sr. Software Engineer @ Tactel US, San Diego CA**

- Lead team of 4 off-shore developers.
  - Navigation app architecture and development on Android NDK over OpenGL, OpenVG, and EGL.
  - Music player development in J2ME.
  - Chat app development in J2SE.
  - Wrote Python scripts to facilitate development process.
  - Guest speaker at Qualcomm's Uplinq conference.
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10/08 - 05/09

**Sr. Software Engineer @ Atomic Bullfrog LLC, Pasadena CA**

- Start-up founder.
  - Mobile game development on 2 very successful titles in iOS.
  - Created 2D game engine over OpenGL ES.
  - Created game development tools in J2SE.
  - Database, Apache, and Subversion server management.
  - Website development using HTML, and JavaScript.
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10/07 - 10/08

**Software Developer @ Disney Interactive Media Group, Burbank CA**

- Mobile game development in iOS, Android via OpenGL, and in J2ME.
  - Mobile game porting for J2ME and BlackBerry platforms across multiple carriers.
  - Created game development tools in J2SE.
  - Winner of the quarterly Disney Buzz Award for Teamwork and Collaboration.
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04/07 - 10/07

**Software Developer @ Konami Digital Entertainment Inc, El Segundo CA**

- Mobile game development in J2ME.
  - Mobile game porting for J2ME and BREW platforms across multiple carriers.
  - Cross-platform game porting from J2ME to BREW.
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10/06 - 02/07

**Software Engineer I @ SMS.ac, San Diego CA**

- Web development in ASP.NET, SQL Server, and JavaScript libraries.
  - Streaming video player in Actionscript FLEX.
  - Configuration management for internal servers.
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08/05 - 10/06

**Software Engineer @ Zaxis Technologies Inc, San Diego CA**

- Mobile game porting for J2ME and BREW platforms across multiple carriers.
  - Cross-platform application porting from J2ME to BREW.
  - Developed internal bug-tracking database in PHP.
  - BREW tool development in C++.
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**DEVELOPMENT  
EXPERIENCE**

**iPhone Development**

- Supply-Vision (*Eightbit Studios*)
  - Yesterday's Zoo (*Eightbit Studios*)
  - DriveCam iPad (*Seamgen*)
  - Mobile Body & Mind Holiday Tips (*Yellow Duck Media*)
  - The Best of B-Boys (*Yellow Duck Media*)
  - G-Style Mobile (*Yellow Duck Media*)
  - Snowboard Mayhem (*Yellow Duck Media*)
  - Jeri-Lee Life & Times (*Yellow Duck Media*)
  - Lego Duplo (*Manifest Digital*)
  - Meteor Attack (*DevCulture*)
  - iLaunched a Sheep (*Atomic Bullfrogs*)
  - Action Bowling (*Atomic Bullfrogs*)
  - Disney's All-Star Cards (*Disney*)
  - Jailbreak Detection Library (*Verimatrix*)
  - Android/iPhone Cross-Platform Movie Player API (*Digital Munch*)
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**Android Development**

- IDair Fingerprint Scan (*IDair*)
  - RamLabs Secure Chat (*RamLabs*)
  - FLXview (*Veracity*)
  - NDK: VNC Device Controller (*Virago*)
  - NDK: Qualcomm Navigator (*Qualcomm*)
  - Snowy Day Live-Wallpaper (*DevCulture*)
  - Ad campaign Live-Wallpaper (*DevCulture*)
  - Models in Mobile (*Tactel US*)
  - Disney's All-Star Cards (*Disney*)
  - Cross-Platform Movie Player API (*Digital Munch*)
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**J2ME Development**

- Nokia Browser (*Nokia*)
  - Media Player Demo (*Tactel*)
  - Contra 4 (*Konami*)
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**J2SE Development**

- Texture Atlas Creator (*DevCulture*)
  - Apple Sales Report for iTunes Connect (*DevCulture*)
  - Chat Server and Client (*Tactel*)
  - 2D Top-Down Level Designer (*Atomic Bullfrogs*)
  - WTK Network Monitor extension (*Nokia*)
  - REST Endpoint parser (*Seamgen*)
  - VNC Device Controller Server (*Virago*)
  - Multiplayer socket server (*Atomic Bullfrogs*)
  - XML Animation Binary Packer (*Disney*)
  - Excel to XML Exporter tool (*DevCulture*)
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## Web Development (Rails, JSP, ASP, PHP, SQL, FLEX)

- Rails: JobCouch (*HireVerse Inc*)
  - Rails: CareerRev (*CareerRev*)
  - ASP: FieldLogix (*FieldLogix*)
  - JSP: Shopping Cart Server (*Yellow Duck Media*)
  - ASP: FieldLogix RESTful services API (*FieldLogix*)
  - Rails: FLXview RESTful services API (*Veracity*)
  - PHP: Website (*www.danny-yu.com*)
  - ASP: Theme feature development (*SMS.ac*)
  - FLEX: Streaming movie player (*SMS.ac*)
  - PHP: Zaxis Bug-tracking Database (*Zaxis*)
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## Misc Development (C#, Python, NSIS, JS, C++)

- C#: J2ME and BREW Emulator Gateway (*DevCulture*)
  - C#: Test Buddy: Flashcards (*DevCulture*)
  - Python: JNI Source-code Script (*Tactel*)
  - Python: File DVD Backup Script (*Tactel*)
  - NSIS: Installer for J2ME and BREW SDK & tools (*DevCulture*)
  - NSIS: Installer for Apache, PHP, and MySQL (*DevCulture*)
  - NSIS: Installer for Trac w/ SVN support (*DevCulture*)
  - JavaScript: Firefox FlashGot Plugin (*DevCulture*)
  - C++: BREW BBF Font Generator (*Zaxis*)
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## Porting Titles (J2ME, BREW, Blackberry)

- High School Musical (*Disney*)
  - Disney's Mini-Golf (*Disney*)
  - Pirates of the Caribbean: At World's End (*Disney*)
  - Fruitfall (*Konami*)
  - Frogger Launch (*Konami*)
  - Professor Fizzwizzle (*Konami*)
  - Gradius Neo (*Konami*)
  - Castlevania (*Konami*)
  - Dance Dance Revolution 3D (*Konami*)
  - Pirate Poppers (*Konami*)
  - Track & Field (*Konami*)
  - SkillJam API Demo (*Zaxis*)
  - Ghostbusters (*Zaxis*)
  - Wheel of Fortune (*Zaxis*)
  - Jeopardy (*Zaxis*)
  - FIFA 2006 (*Zaxis*)
  - Snoopy and the Red Baron (*Zaxis*)
  - Pirates of the Caribbean: Dead Man's Chest (*Zaxis*)
  - Scarface (*Zaxis*)
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## CERTIFICATIONS AND AWARDS

- **Certifications**  
*Sun Certified Java Programmer (CX-310-055)*
  - **Awards**  
*Nokia KUDOS Award for Teamwork*  
*Disney Buzz Award Winner for Teamwork and Collaboration*
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## ABOUT ME

- Business oriented
- Great problem solver
- Self-motivated
- A good writer and communicator
- Experienced in UI/UX design
- A leader by example
- Reliable, diligent, and efficient
- Fluent in Mandarin Chinese