CHAD YU
DEVELOPER

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EXPERIENCE

Unity Developer
Stitch Media   *May 2018- Current*

Lead Unity Developer for Virtual Reality title Flow Weaver | Implement game to be used for the platforms Oculus, HTC, and PSVR | Developer on Steam released title Terrorarium | Collaboration with several artists, devs, and designers to create content rich experiences

Unity VR Developer
Seed Interactive   *(Contract) Dec 2017 - March 2018*

Create custom built VR application for client in the Unity Engine | Implement Oculus Rift VR experience | Create and develop scalable scripts via C# | Meet and maintain project deadlines with Jira

VR/AR Intern
The AppLabb   *Sep 2017 - Dec 2017*

Research applications of Google Daydream and Metavision 2 | Create Unity Virtual Environment | Setup and manage each respective SDK

Python Coding Instructor
Reidmount Discovery School   *Sep 2017 - June 2018*

Teach students aged 9-14 how to create simple games in Python | Help them understand basic coding principles

Virtual Reality Developer
Ryerson University   *April 2017 - Sep 2017*

Set up new Virtual Reality Workspace for future students | Discuss and improve Virtual Reality Lab ideas with VR Professor | Create labs using Leap Motion technology with various Head Mounted Displays

DEV TOOLS

Frontend & Backend

C#	Mean Stack
Java	HTML
SQL	CSS

Utilities & Frameworks

Unity3D	Jira
SteamVR	Oculus
Git	OpenVR

EDUCATION

RYERSON UNIVERSITY

B.Sc Computer Science(Honours)   *Sep 2013- April 2017*

ACHIEVEMENTS

Canadian Screen Awards Nominee

2019 Canadian Screen Award Nominee as Lead Developer on VR title Flow Weaver for "2019 Best Virtual Reality Game"

Gift the Code Hackathon Winner

First place team in a 40 hour non-stop event problem solving and building technological solutions for a given charity