

# CHAD YU

## DEVELOPER



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<https://yuchad.github.io/>

## EXPERIENCE

### 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 AppLab*

*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 - Present*

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

## EDUCATION

### RYERSON UNIVERSITY

*B.Sc Computer*

*Sep 2013- April 2017*

*Science(Honours)*

## DEV TOOLS

### Frontend & Backend

C#	Mean Stack
Java	HTML
SQL	CSS

### Utilities & Frameworks

Unity3D	Jira
SteamVR	Matlab
Git	OpenGL

## PROJECTS

### Tower Defence VR Game

A 3D VR Immersive simulation where a user  
must defend their tower from several waves of  
monsters

Created using Unity framework | Implemented  
with steamVR | Use of HTC Vive technology |  
Developed in C# to create scripts such as wave  
management and player interaction

## ACHIEVEMENTS

### 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

### 2x Tough Mudder Finisher

An 18km+ mud run obstacle course challenge  
designed for teamwork and camaraderie