

CHAD YU

DEVELOPER



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

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

Sep 2013- April 2017

Science(Honours)

ACHIEVEMENTS

Canadian Screen Awards Nominee

2019 Canadian Screen Award Nominee as Lead
Developer on VR title Flow Weaver

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