

David Yu

Experience	Software Engineer, Server Features , Blizzard, Irvine, CA	2018 - present
	<ul style="list-style-type: none">• Supported live service title: Overwatch• Implemented sharing custom game settings as part of Workshop feature• Updated existing features to support Role Queue: LFG, SR decay, leaver penalty, skirmish• Extended customer service API and anti-cheat reporting	
	Software Engineer, Tools and Features , Visual Concepts, Novato, CA	2013 - 2018
	<ul style="list-style-type: none">• Shipped titles: NBA 2K14 - NBA 2K19• Co-led maintenance and development of in-game UI tool, build, and runtime<ul style="list-style-type: none">– Extended C# editor and pipeline for usability and improved performance– Extended runtime UI widget features and API in C++• Maintained and extended internal art and databuild tools, including:<ul style="list-style-type: none">– Maya material editor– Maya character clothing and accessory editor– Runtime shader parameter tweaking tool• Co-led studio-wide upgrade from Maya 2016 to Maya 2018• Led PC mouse UI workflow improvements for NBA 2K16 - 2K18• Owned complex in-game player editor and arena editor UI for NBA 2K14 - 2K18	
	Software Engineer in Test Intern , Microsoft, Bellevue, WA	Summer 2012
	<ul style="list-style-type: none">• Implemented UI automation testing in C#	
Projects	Robinson : real-time renderer in WebGL and TypeScript for prototyping rendering techniques. GML : vector math library for real-time applications in TypeScript, C++, and Haxe. Slowpoke : raytracer in Haskell and C++. Artemisx : Haxe port of Artemis entity component system framework.	
	All project source code available on github.com/davidyu	
Education	B.S. in Computer Science, Yale University, New Haven, CT	2013
	<ul style="list-style-type: none">• Thesis on Software-Defined Networks advised by Richard Yang and Andreas Voellmy• Advanced Topics in Computer Graphics• Compilers and Interpreters• Computer Networks• Operating Systems	
Skills	Proficient in : C (99) and TypeScript Comfortable with : C#, C++, Haskell, Haxe, JavaScript, MEL, Python Design : Flash, Illustrator, Photoshop, Blender Tools : Git, Perforce, Vim, Visual Studio	
Interests	Overwatch, basketball, anime, weightlifting	
Misc.	Canadian citizen; eligible for work with TN status	