

Yuhan Wu

(435)-327-5166 | iriswuyuhan@gmail.com | GitHub&Portfolio: <https://yuhan-wu.github.io/>

Skills & Abilities

PROGRAMMING LANGUAGES: C/C++, C#, Python, Java, Javascript, Lua, HTML/CSS

GAME ENGINES & SOFTWARES: Unreal Engine 4, Unity, Pygame, Phaser, Blender, Photoshop

GAME ENGINE DEVELOPMENT: Platform Independent Renderer(OpenGL, DirectX), Ray Tracing, Custom Heap Manager, Linear Algebra, AABB Collision Detection, Lua/JSON Data-Driven Game Object, Multi-Threaded Job System, Audio System(XAudio2)

TECHNICAL SKILLS: Perforce/Git Source Control, VR/AR/Leap Motion, Unreal Multi-player Game, , Procedural Generation

OTHERS: Database, Web Programming(Java), Service-Oriented Architecture

Experience

SOFTWARE ENGINEER | DISBELIEF | 06/2021 – PRESENT

- Working on advanced graphics programming and ray tracing
- Fixing bugs to help ship the game

SOFTWARE ENGINEER | THERAPEUTIC GAMES AND APPS LAB | 08/2020 – 05/2021

- VR Foley Insertion project that helps nurse practice inserting urinary catheter and VR medication administration project.
- Code gameplay according to the procedure, including Oculus Quest hand tracking, interactions with game objects, keeping track of orders, submitting game data, UI, etc.

TEACHING ASSISTANT | UNIVERSITY OF UTAH | 01/2020 – 04/2020

- Python/Pygame programming.
- Hold office hours and run labs once a week.

SOFTWARE DEV INTERN | ORACLE | 07/2018 – 01/2019

- Building and optimizing automated IoT testing platform.
- Including modifying the project to reduce resources in use, writing unit tests in python, run testing platform, log errors, etc.

Game Projects

LITTLE TRAVELLER | 3D STEALTH PUZZLE PLATFORMER | UNIVERSITY OF UTAH | 10/2020 – 05/2021 Gameplay Engineer

- Player movement, e.g. rock climbing, spline movement.
- Interactable objects and puzzles.
- UI. Main menu and language setting.

I WANT YOU | VR HORROR GAME | UNIVERSITY OF UTAH | 01/2020 – 07/2020

Lead Engineer

- Alt-ctrl. Move character by calculating the rotation of a pair of Vive Trackers.
- AI. Code multiple types of monster AI that chases player according to his/her behavior.
- UI. Design and code UI that is compatible with VR headset.

Awards & Achievements

- Gameplay ranked 29/169 in Spooktober Jam(2020). <https://itch.io/jam/spooktober-jam/rate/788105>
 - Gameplay/AI Engineer(Unity)
- Citi Bank 13th Citi Financial Innovation Application Competition(2017) First Prize, Best Implementation Prize
 - QA Engineer(Java)

Education

MEAE | 05/2021 | UNIVERSITY OF UTAH | 3.96/4.0

- Entertainment Arts and Engineering – Engineering Track.
- Game Design/ Game Development/ Game Engine Development.

B.ENG | 07/2019 | NANJING UNIVERSITY | 4.42/5.0

- Software Engineering.
- Software Development/ Web Development.