



# Yu CHAO (趙佑)

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## Education

**The Chinese University of Hong Kong** 2014.9-

Bachelor of Science in Computer Science

**The Affiliated Senior High School of NTNU** 2011.9-2014.6

## Working Experience

**GSoC 2017 Intern, Anita Borg Institute** 2017.6-2017.8

- Google Summer of Code 2017 student.
- Designed an educational game for preadolescent girls.
- Wrote native iOS game app with UIKit & SpriteKit.
- Gained practical experience in remote collaboration.

**Junior Web Engineer Intern, OSELL, Chongqing** 2015.6-2015.7

- Wrote features of a web app, using html 5 & PHP.

## Projects

**kQq (iOS/Android)** 2016.8-2016.1

- A physics puzzle game made with my family.
- Graphical design, programming, marketing.
- Using Unity game engine.

**Tall as the Sky (iOS/Android)** 2016.12

- A simple 2D portrait shooter game.
- Completed a 30-day-streak tutorial article challenge.
- Completed the whole game & assets alone in 30 days.

**The Forsakeners (Ongoing Project)** 2017.8-

- A “real life doodle” styled action 2D platformer.
- Graphical design, programming, level design.
- Using Godot game engine.

## Languages

Chinese (native)  
English (fluent)  
Cantonese (basic)

## Programming Languages

C#  
C/C++  
Swift

## Game Engines

Unity  
Godot  
iOS SpriteKit

## Technical Skills

3D Math  
Linear Algebra  
Calculus  
Combinatorics  
Newtonian Dynamics

## Other Skills

Graphical design  
Game design  
Creative writing