

CHAD YU

UNITY DEVELOPER



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

EXPERIENCE

Interactive Media Developer (Unity)

Invivo Communications Sep 2019- Current

Collaborate with design, animation, and UX teams to develop innovative, accessible, and engaging experiences that are tailored to the needs of the global pharmaceutical and medical device industries | Develop with the latest hardware and technologies, such as the Microsoft HoloLens 2, Oculus Quest, ARKit, and more, to facilitate medical education and the visualization of state of the art 3D medical animations

Unity Developer

Stitch Media May 2018- Sep 2019

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 - May 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

Unity VR 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

Utilities & Frameworks

Unity3D	MRTK
SteamVR	Oculus
Git	OpenVR

Frontend & Backend

C#	Mean Stack
Java	HTML
SQL	CSS

EDUCATION

RYERSON UNIVERSITY

B.Sc Computer Science(Honours) Sep 2013- April 2017

ACHIEVEMENTS

Canadian Screen Awards Nominee

2019 Canadian Screen Award Nominee as Lead Developer on VR title Flow Weaver for "2019 Best Virtual Reality Game"

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