

Dashan Yue

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408-3408 Crowley Dr, Vancouver BC, Canada V5R 6C3

Technical Director / Software Engineer

Education

- 2009-2011 **Masters of Digital Media**
Centre for Digital Media, Vancouver, Canada
- 2004-2008 **Bachelors of Computer Science**
Peking University, Beijing, China

Experience

- Spring 2011 **Creative Director**
Mingleverse Laboratories/MDM Student Project
iOS user experience design for Mingleverse, a realtime audio/visual communication platform. Blog: blacktabs.ca
- Fall 2010 **Technical Director**
BigPark - Microsoft Game Studios/MDM Student Project
HTML5 prototype game development. Implemented a 2.5D game engine in JavaScript. Directed two engineers.
- Summer 2010 **Co-op Software Development Engineer**
BigPark - Microsoft Game Studios
Software engineering on sound, physics and action recognition.
- Spring 2010 **Technical Director**
TaxiCity: Vancouver - Microsoft Canada/MDM Student Project
A Silverlight 2D racing game and an open-source game engine. Directed 3 engineers. Website: taxicity.ca, manpower.codeplex.com
- Summer 2005 **Web Designer/Journalist/Editor Internship**
China Information World, CCID Group
Design and develop the e-newspaper feature. Report in PC market.

Academic

- January 2009 **An Approach to Anime-style Non-photorealistic 3D Rendering**
Published in the Proceedings of The 3rd Conference of Digital Entertainment and Art, Guangzhou, China. Chinese invention patent application number: CN200910119801.9

Skills & Interests

- Interests Computer Graphics, Physics Simulation, System Architecture Design, Agile, Game Mechanics, Storytelling, Housekeeping
- Languages C/C++, C#/.NET, Objective-C, Perl, SQL, JavaScript, PHP, HTML5, Cg, Lua, Visual Basic
- SDKs/Software Unity 3D, OGRE 3D, Bullet Physics, Scaleform, Wwise, Visual Studio, Xcode, Silverlight, Photoshop, InDesign, Illustrator, Premiere, Flash, Expression Studio, Maya, 3ds max, Office