

Grace Yu

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EDUCATION

CARNEGIE MELLON UNIVERSITY

B.S. COMPUTER SCIENCE

December 2019 | Pittsburgh, PA

Minor in Mathematical Sciences

SKILLS

Java • Go • C++ • Unreal Engine
JavaScript • TypeScript • Python
C • OCaml • SML • \LaTeX

RESEARCH

CYLAB INSTITUTE | CMU

Aug 2018 - Dec 2018 | Pittsburgh, PA

Converted semantics for secure multi-execution with stateful declassification into OCaml specifications to implement information flow control as a browser security solution.

EHEART LAB | CMU

Jan 2018 - May 2018 | Pittsburgh, PA

Investigated and analyzed the effect of hate speech rebukes on Reddit with fuzzy kappa techniques. Built large-scale Reddit text scrapers and created hate speech response generators using RNNs and Markov models.

VOLUNTEERING

TEALS | TEACHER FOR LACES, UNIVERSITY HIGH SCHOOL

Aug 2020 - Present | Los Angeles, CA

Teach AP Computer Science A to a class of 30+ students with in a team of three. Lecture in bi-weekly classes and help create class notes, presentations, and assignments to prepare students for the AP exam.

LINKS

GitHub: [gyyu](#)

LinkedIn: [gyyu00](#)

Website: [gyyu.github.io](#)

EXPERIENCE

RIOT GAMES | SOFTWARE ENGINEER | VALORANT SOCIAL AND PLAYER DYNAMICS

June 2021 - Present | Los Angeles, CA

RIOT GAMES | ASSOCIATE SOFTWARE ENGINEER | ESPORTS DIGITAL

Jan 2020 - May 2021 | Los Angeles, CA

- Implemented and was the SME for the back-end infrastructure for Pick'em on Riot Esports Network
- Owned the full-stack implementation of the Trovo embedded video player on the League of Legends esports website that allowed 400,000 concurrent viewers to watch and receive Rewards and Drops for tournaments
- Refactored existing League of Legends esports database service to be game-agnostic to support the VALORANT Champions Tour and other esports
- Maintained the League of Legends and VALORANT watch platforms for tens of thousands of concurrent weekly viewers and operators from over 30 regions

RIOT GAMES | SOFTWARE ENGINEERING INTERN | ESPORTS DIGITAL

May 2019 - Aug 2019 | Los Angeles, CA

- Built a new home page for the League of Legends esports website that ingests VODs, articles, and videos
- Helped set up endpoints for regional content on the home page from the CMS
- Added quality of life changes to our website including a jump to game start feature that had over a 90% utilization rate

CARNEGIE MELLON UNIVERSITY

HEAD TEACHING ASSISTANT (SPRING 2019) | TEACHING ASSISTANT

(15-150) FUNCTIONAL PROGRAMMING

Jan 2018 - May 2019 | Pittsburgh, PA

- Taught three hours of weekly lab sections for over 60 students
- Held three hours of weekly office hours
- Wrote and tested student assignments
- Managed course infrastructure and autograder for a 300+ person class

UBER ATG | SOFTWARE ENGINEERING INTERN | SIMULATION TEAM

May 2018 - Aug 2018 | Pittsburgh, PA

- Designed and created an implementation-agnostic scenario format to facilitate cross-industry collaboration for autonomous vehicle testing
- Defined scenarios for pedestrian jaywalking tests in a custom simulation engine built on Unreal Engine 4
- Implemented and designed an algorithm to bidirectionally translate localized coordinates to global positions

LEADERSHIP

RIOT GAMES | STRIKE TEAM LEAD, RAD GENDERS

Mar 2020 - Present | Los Angeles, CA

- Supported and moderated listening sessions to convey feedback from employee resource group members to senior leaders about company and games industry culture
- Vision owner and organizer for an external women in esports panel to celebrate Women's History Month and the launch of VALORANT Game Changers