Grace Yu

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EDUCATION

CARNEGIE MELLON UNIVERSITY
B.S. Computer Science
December 2019 | Pittsburgh, PA
Minor in Mathematical Sciences

SKILLS

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

LEADERSHIP

RIOT GAMES | Co-Lead, RAD Genders
Mar 2020 - Present | Los Angeles, CA

- Set and execute annual goals, roadmap, and budget for Riot's employee resource group dedicated to supporting marginalized-gendered employees with over 400 members.
- Advise and collaborate with product teams to improve gender representation in our games.
- Increase awareness and champion marginalized-gendered employees internally and externally, such as through the VCT Game Changers Women in Esports Panel that received over 5000 concurrent views and the Trans in Gaming stream that received over 48,000 video views.

RESEARCH

EHEART LAB | CMU
Prof. Joseph Seering
Jan 2018 - May 2018 | Pittsburgh, PA

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

LINKS

Website: **gyyu.github.io**
LinkedIn: **gyyu00**

EXPERIENCE

RIOT GAMES | Senior Software Engineer | VALORANT Premier
September 2023 - Present | Bellevue, WA

- Updated our matchmaking service for Path to Pro divisions in Premier to include Swiss-style seeding, and robust monitored objects to help reduce dropped matches
- Contributed to a smooth VALORANT Premier Path to Pro feature launch which allows players to qualify for professional play through our internal tournament system with on-call support and loadtesting

RIOT GAMES | Software Engineer | VAL Competitive + Premier
July 2022 - September 2023 | Bellevue, WA

- Built a new party-up flow in the game client and provisioning flow services for Premier in Regional Beta launch that resolved a major friction point in the play experience
- Contributed to a smooth VALORANT Premier on PC worldwide launch, including running 1M CCU loadtests and on-call support
- Architected and implemented updating our game data pipeline to send events from game servers to platform services on player-facing production environments, and used this to power live-updating scores in tournament brackets

RIOT GAMES | Software Engineer | VAL Social & Player Dynamics
June 2021 - July 2022 | Los Angeles, CA

- Implemented and maintained as an SME VALORANT's player behavior intervention, social infrastructure, and partying-up services and game client classes
- Designed full-stack service and game client implementations and tech investigations for Muted Words List and Avoid as Teammate features
- Built in-game trackers and expanded our player behavior service to support detecting and actioning on friendly fire transgressions and bot accounts
- Enabled real-time intervention of communications offense incidents by implementing a Kafka event consumer for central platform moderation events

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