

Dalong Hu

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[Portfolio Website: dalo777.github.io](https://dalo777.github.io)

Education

Purdue University – MS Computer Graphics Technology: Animation Major – Aug 2022-May 2024 West Lafayette, IN, US
Georgia Institute of Technology– BS Computational Media Major-Japanese Minor–Aug 2018-May 2022 Atlanta, GA, US
Graduating GPA: 3.9 Dean's List

University of British Columbia–High school Dual Enrollment–Sept 2016-May 2018

Vancouver, BC, CA

Study abroad:

Tsinghua University – Study Abroad– September 2019-January 2020

Beijing, China

Ritsumeikan Asia Pacific University – Japanese LBT– May-July 2019

Beppu, Oita, Japan

Skills

Languages:	English (native), Chinese (fluent), Japanese (fluent JLPT N2 certified)
Communication:	Software project management, debate, public speaking, TA experience
Programming:	C++, Java, C, Python, HTML, CSS, Typescript, OpenGL, A-Frame, JavaScript, object oriented programming, GBA games, android development, website development
Art:	2D animation, 3D animation, digital illustration, screenwriting, visual storytelling, graphic design, storyboarding, brand design, photography, human computer interaction
Tools:	Photoshop, Maya, Blender, Unity, CSP, Axure, Illustrator, InDesign, GitHub

Projects (for animation projects see portfolio website linked above)

Vertically Integrated Projects (VIP): East Asian Media – *Research* – August 2020-May 2022

- Creating manhua *Promise of Divinity* from start to finish: script to storyboard to drawing
- Developing a self-proposed project with research relevant to East Asian Media
- Practicing visual storytelling using Clip Studio Paint and Blender
- Updating and communicating with interdisciplinary members and advising professor
- Recording and reporting process of work to members

Rogue Element game (group) – 2022

- Collaborated in team of 5 to create Unity game
- Scripted in C++
- Experienced development pipeline

Rumor vs Reality visual novel (group) Art Director - 2022

- Created visual novel to counter misinformation
- Designed characters with expression variations
- Edited demo videos with Da Vinci Resolve

Nordir visual novel (group) Art Director – 2020

- Developed visual novel game in Java
- Created character and weapon art in CSP
- Experienced efficient teamwork with clear roles

Jiangshi CyberExorcist for Game Boy Advance – 2021

- Coded C game in GBA architecture
- Designed gameplay experience
- Implemented animated sprites, parallax backgrounds, sounds, state machine

Investigation horror/mystery game (group) – 2021

- 3D modeled mise-en-scene with Unity and Maya
- Incorporated interaction design, lighting, and sound to create embedded narrative
- Designed website to show design documents, files, ACM style summary, project video

Brand Identity Projects – 2020, 2022

- Designed mission statement, brand brief, logo, touchpoints using design principles.
- Asset creation Photoshop, Illustrator, InDesign
- Animated adverts with CSP and AfterEffects

Work Experience

Storyfit – *Intern* – June-August 2021

- Participated in data analysis for film script structure
- Evaluated scenes for key elements to contribute to story analysis algorithm
- Discussed topics such as content-analytic methods, NLP, and variables in narrative market success