

Gia Hur

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Objective

Passionate and detail-oriented Master's student in Game Development and Design at RIT with a strong foundation in game development, interactive storytelling, and web development. Proficient in Unity, C#, and level design. Seeking to apply and extend my skills in a collaborative environment through a Game Development co-op or internship. Open to relocation.

Education

Rochester Institute of Technology

Master's in Game Design and Development

Rochester, NY

Expected May 2027

- Cumulative GPA: 4.0
- Activities: Hip Hop Dance Collective, Velocity Urban Dance Crew
- Relevant Coursework: Game Design, Game Development Processes, Unreal Engine, AI for Gameplay

Case Western Reserve University

Bachelor's in Computer Science, Minors in Computer Gaming, Spanish, and Mandarin Chinese

Cleveland, OH
Aug. 2021 – May 2025

- Cumulative GPA: 4.0; *summa cum laude*
- Activities: Klover Dance Group, Undivided Dance Club and Competition Team
- Relevant Coursework: Game Design, Software Craftsmanship, Artificial Intelligence, Full Stack Web Development

Skills

Programming: C#, JavaScript, TypeScript, Java, HTML, CSS, Assembly, SystemVerilog

Tools/Frameworks: Unity, Unreal Engine 5, React, MySQL, ModelSim, MPLAB, VS Code, GitHub

Spoken Languages: Korean, Spanish, (minimum professional), Mandarin Chinese (limited working)

Projects

Pizza Saucer – Unity | C#

Producer, Developer, Designer

- Led a 5-person interdisciplinary team through a semester Agile production cycle, shipping a complete game on itch.io.
- Developed core gameplay systems, including a recipe book system with data serialization and information unlocking.
- Co-designed narrative structure, integrating dialogue clues with gameplay progression and world exploration.
- Coordinated team communication, risk mitigation, and onboarding across Discord and Google Drive.

Restoring Hope (Class Choice Award) – Unity | C#

Puzzle Lead, UI Designer, Developer

- Led puzzle design by conceptualizing and implementing multiple core puzzles and overseeing other designers.
- Defined overall game flow including puzzle placement, item interactions, and collectible systems.
- Worked closely with artists to implement UI, layouts, animations, environmental assets, and promotional materials.

WhenIsGreat – React, Spring Boot, MySQL, Google API | Java, CSS, HTML, JavaScript

Frontend / UI Developer

- Designed and implemented user interfaces in React for a collaborative scheduling platform.
- Connected frontend components to backend APIs and Google Calendar integration.
- Managed data flow between UI, backend services, and database.

Ultimate – React | JavaScript, CSS, TypeScript, HTML

Developer

- Implemented complex multi-board game logic using React Hooks and state management
- Styled user interface with React Router and CSS for easy navigation between pages and an intuitive layout

Leadership Experience

Undivided Club and Competition Team

Cleveland, OH

Vice President

Apr. 2024 – Apr. 2025

- Served as primary risk manager and liaison between student organizations
- Organized large-scale projects such as concept videos and the annual dance showcase with 100+ attendees

Secretary

Apr. 2023 – Apr. 2024

- Managed all club communications, ensuring timely event updates and coordination
- Created and managed a Discord server with 70+ members to improve engagement and accessibility