STEVE HU

GAME DESIGNER
GAME DEVELOPER

SKILLS & TOOLS

- Unity 2D / 3D
- Unreal Engine 4 / 5
- C#
- HTML / CSS
- Javascript
- Python
- FL Studio
- Adobe Suite
  - Photoshop / Premiere Pro Audition / Lightroom
- Maya
- Blender
- Github

EDUCATION

NEW YORK UNIVERSITY
2019 - 2023
BACHELOR OF ARTS
- Major: GAME DESIGN
- Minor: FILM PRODUCTION
- Minor: WEB PROGRAMMING & APPLICATIONS

LANGUAGES

Chinese / Mandarin (Native)
English (Proficient)
Japanese (Elementary)

CONTACT

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SOCIAL

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PROJECTS

RITUAL NIGHT   June 2021 -

Lead Audio Designer; Game Designer; Programmer; Shader Artist; Website
Team of 5 / Unity 2D / Multiplayer Social Deduction Game

- Led sound and audio design, and the design, programming, and iteration of in-game tasks; co-designed the main gameplay loop
- Working in a team environment, communicating between members and held weekly stand-up meetings
- Worked with producer and artists to storyboard and edit the official trailers and video contents, and spearheaded social media marketing

STEVEHUU.COM (STUFF MACHINE)   July - August 2022

Sole Developer
HTML; CSS; jQuery; three.js / Portfolio Website

- Designed and programmed a portfolio website from scratch without any site-builders
- Programmed and optimized an OS-like web page to present works

LIVE FROM THE CUBE   November 2021 - May 2022

Lead Audio Designer; Lead Game Designer; UI/UX Programmer; Shader Artist
Team of 6 / Unity 3D / UI Based Rhythm Game Prototype (with procedural narrative)

- Led the design of a unique spin on UI-based rhythm game by incorporating streaming inspired mechanics and a procedural narrative
- Designed and programmed a special scoring system based on performance of player, and a function to translate that into a related currency system
- Designed and programmed in game shop, along with creating shaders and unique animations for each purchasable items

PYRAMIDS   September - December 2021

Sole Developer
Unreal Engine 4 / Open-world Adventure Game Prototype

- Worked with Unreal's Blueprint system to program fun and easy-to-understand mechanics
- Designed a small open-world level using 3D modeling softwares and Unreal's own tools
- Created a unique monotone yet vibrant art style

WORK EXPERIENCE

ExLAC Shanghai   July - August 2021
PART-TIME TA / CLASS COORDINATOR   July - August 2022

- ExLAC Shanghai is an international student summer camp project based in Shanghai
- Assisted Swarthmore College professor Ron Tarver in coordinating and teaching a 28-hour-long online introductory photography class over 4 weeks
- Bridged communications between students and professor; outlined weekly schedule; coordinated students' homework and provided feedback each week

GBC (Global Business Corporation, Shanghai)   June - August 2017
INTERN / ASSISTANT EVENT ORGANIZER

- GBC is a small startup company with 7 employees from 4 different countries with widespread connections within the international entrepreneurs' circle in Shanghai
- Assisted in organizing and conducting a VR/AR game studio startup contest event
- Met and had conversations with influential people in the industry, including Peter Vesterbacka and Regional President of HTC Vive Alvin Wang