Jiahui Hu

Toronto, Ontario

jiahuihu@my.yorku.ca

tino_hu@outlook.com | +1 (647) 949-8127

Skills

Hello! I am a Computer Science graduate from York University with years of professional experience in the tech industry. I am seeking an opportunity to leverage my skills as a **Technical Artist** or **Programmer**, specializing in game development, computer graphics, or computer vision.

- **Programming**: C/C++, C#, HLSL, Java, JavaScript, OpenGL, Prolog, Python, Verilog.
- **Game Engines**: Unity (C# & ShaderLab), Unreal Engine.
- **3D Art**: 3ds Max, Blender, Maya, Substance Designer.
- **2D Art:** Adobe Photoshop, Adobe InDesign.
- **Portfolio**: https://www.tinohu.com/

Education

York University

BA Computer Science • Toronto   02/2025

- **Courses** (GPA 8/9): Computer Vision, Computer Graphics, Artificial Intelligence & Logic Pogramming, Software Design, Operating System, Algorithms, Data Structures, OOP, Linear Algebra, Calculus, 3D Modelling.
- **Awards**: Ubisoft Toronto NEXT 2024, Winner in Technical Art; York University Continuing Student Scholarship (2023).

University of the Arts London

MA Games Design • London   03/2021

- **Courses**: Design & Prototyping, Game Techniques, Gaming Experience, Critical Play & Experimental Development.
- Course projects exhibited at Sound & Cinema: Past, Present & Future in January 2020.

University of Nottingham, Ningbo

BA (Hons) International Communications • Nottingham/Ningbo   06/2019

- **Courses**: Communications, Culture, Media, Cultural Industries, Japanese, Game Studies.
- **Awards**: Outstanding Contributor of the Faculty Life (2019); Head's Scholarship (2016).

Experience

Ubisoft Toronto

Technical Art Intern • Toronto   05/2024 - 08/2024

- Contributed to the development of *Prince of Persia: Sands of Time Remake.* Created and organized metric mesh helpers in Maya and Anvil Engine, including data organization reports to enhance level design workflows.
- Experimented for a texture conversion tool in Substance Designer, transforming realistic textures into painterly styles. Researched and collaborated on other visual effects.
- Supported artists and level designers by resolving emerging technical challenges related to engine functionality and pipeline tools, ensuring efficient collaboration between teams.

Rivergames

Technical Artist (Contract) • Remote   12/2022 - 06/2023

Researched and developed visual effects for casual games, focusing on enhancing player experience and aesthetic appeal. Designed and implemented a fog-of-war system for *Fantasea* using C# and ShaderLab within Unity, optimizing performance for real-time gameplay.

York University

Research Programmer (Part-time) • Toronto   11/2022 - 01/2023

At Bio Motion Lab, responsible for the delopment, maintenance, and construction of advanced computer vision and motion parallax projects.

New Oriental Group

Instructor in Games & Animation • Guangzhou   01/2022 - 07/2022

- Taught game development and design to secondary and post-secondary students as a tier 1 instructor.
- Created and supervised 100+ game projects for students, fostering creativity and practical skills development.
- Assisted in international professor workshops, delivering lab sessions and supervising projects in collaboration with professors from institutions such as the University of Southern California and the University of the Arts London.

Carta Tech

Co-Funder & Game Engineer • Beijing   05/2021 - 11/2021

- Secured an initial investment of $200,000 and led a 12-member team to co-develop mobile solitaire games using Unity, focusing on gameplay programming.
- Developed the map editor and core systems such as sound, save, time management, maps, levels, quests, map editors, while implementing pipelines for data conversion and offline time verification to ensure fair play.
- Completed subsequent development phases and successfully published the game on Google Play and the App Store, managing the entire release process independently.

Ubisoft Chengdu

Technical Design Intern • Chengdu   09/2020 - 04/2021

- Contributed to the development of the AAA project *Skull & Bones*, focusing on engine pipelines for wildlife, forts, and the visualized scripting tool (DSG).
- Designed and implemented engine pipelines, developed scripted asset tools, and documented designer workflows to streamline production processes and enhance efficiency.
- Compiled and maintained comprehensive technical, training, and design documentation on Confluence, supporting project knowledge management and fostering effective inter-team collaboration.

Tencent

Game Design Intern • Shenzhen   07/2020 - 09/2020

- Served as a game design intern at Morefun Studio, Tencent Games, working on the auto-chess project *Chess Rush*.
- Participated in the graduate training program, which covered aspects of game design and business, culminating in the development of a personal game project.