STEVE HU

GAME DESIGNER | GAME DEVELOPER

EDUCATION

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

SKILLS & TOOLS

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

LANGUAGES

Chinese / Mandarin (Native)
English (Bilingual Proficiency)
Japanese (Elementary)

CONTACT

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SOCIAL

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PROJECTS

RITUAL NIGHT   **June 2021 - Present**
Lead Audio Designer; Game Designer; Programmer; Shader Artist; Website
Team of 6 / Unity 2D / Multiplayer Social Deduction Game
- Led the team in designing, programming, and iterating over in-game tasks; assisted in designing and perfecting the main gameplay loop; created and implemented all audio in game; storyboarded and edited trailers and other media contents; developed company website
- Worked as the team's second in command, communicating and managing tasks between producer and artists; held weekly stand-up meetings; curated and hosted multiple playtest sessions with community members

STEVEHUU.COM / STUFF MACHINE   **July - September 2022**
Sole Developer
HTML; CSS; Javascript / Portfolio Website
- Designed a portfolio website without any site-building tools; experienced in front-end development with Bootstrap and jQuery; created a cohesive theme for the entire site
- Programmed an interactive OS-like web page to present works with pure Javascript

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 core design of a unique spin on a rhythm game by incorporating streaming inspired mechanics and a procedural narrative; programmed a scoring algorithm that mimics streaming to translate player performance into a currency system
- Created custom shaders effects and unique animations for each of the purchasable items
- Managed team members' bi-weekly tasks in sprints using spreadsheets; oversaw collaboration in Github repository

EXPERIENCES

Outfox Games   **June 2021 - Present**
GAME DESIGNER / AUDIO DESIGNER / CO-FOUNDER
- Co-founded a start-up studio and worked on a multiplayer social-deduction game (Ritual Night) set to launch on Steam and other platforms
- Reached out to more than 20 publishers and investors showcasing and pitching the game; communicated with third-party service companies such as localization firms
- Won Games Week Berlin 2022 Dev Booster (1st place); showcased game and hosted playtests during events such as Game Devs of Color, Games Week Berlin, and more

NYU Game Center   **September - December 2022**
TEACHING ASSISTANT
- Assisted award winning professor Jeremy Abel in teaching the 3D Studio: Unreal class
- Gave feedback and provided advices and instructions to students in class regarding their projects in Unreal 5; helped answering both technical and design questions
- Ran 3 hour lab sessions weekly to guide students in the development of their 3D games

ExLAC Shanghai   **July - August 2021**
TEACHING ASSISTANT / CLASS COORDINATOR   **July - August 2022**
- ExLAC Shanghai is an international student summer camp project based in Shanghai
- Assisted Swarthmore College's photography 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 weekly feedback

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