STEVE HU

TECHNICAL GAME DESIGNER

SUMMARY

I'm a technical designer and indie developer who loves tinkering and prototyping intricate mechanics. If I'm not in Unity, you'll find me writing stories that will one day become a game! I work best in team settings, having shipped 2 indie titles with my friends so far after a year of graduating.

CONTACTS

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EDUCATION

NEW YORK UNIVERSITY
2019 - 2023
BACHELOR OF ARTS
- <u>Major</u>: GAME DESIGN
- <u>Minors</u>: FILM PRODUCTION
             WEB DEVELOPMENT

SKILLS

- Gameplay Design
- Technical Design
- Narrative Design
- Programming
  - C#
  - Python
  - C++
- UI/UX Design
- Audio Design

LANGUAGES

English (Bilingual)
Mandarin Chinese (Bilingual)
French (A2)

EXPERIENCES

AlterStaff Inc.   Apr 2025 - Present
TECHNICAL GAME DESIGNER
Working directly with Creative Director, designing and developing viral indie game **AI2U**.
- Developing prototypes and gameplay mechanics utilizing custom APIs for ChatGPT to explore combining LLMs with traditional escape room game features.
- Collaborating across design, development, and art teams in a 29-memeber and growing indie studio, leading design discussions, planning roadmaps in DevOps.
- Writing design documents on gameplay, UI, level, and narrative progression.

Outfox Games   Jun 2021 - Dec 2024
CO-FOUNDER / TECHNICAL DESIGNER / PRODUCER
Co-founded studio and shipped **Ritual Night** - a multiplayer online social-deduction game.
- Organizing the team with the creative director, running stand-up meetings, hosting playtest sessions, and developing 30%+ of core game features.
- Curating a community of 300+ players on Discord, with 85% positive reviews on Steam and winning Games Week Berlin 2022 Dev Booster (1st place).

Ritual Night
Team of 6 / Unity 2D / MMO Social Deduction Game

- **Developing** a multi-part tutorial, including scripted story modes using UniTasks, with a tool to adjust timing and swappable Unity Events; and a unique event system that spawns in dynamic tips.
- **Communicating** with artists and developing editor tools that streamline art asset implementation, including custom animation controllers and color mapping shaders.
- **Collaborating** with level designers, writing story elements that's hidden across the level art. Penning a 33 page story to serve as a collectible to make the game's story more engaging.
- **Leading** the team in maintaining a concrete design process to increase collaboration efficiency, writing documentations for code base and design > discussion > prototype guidelines.

Hoho Games   Dec 2023 - May 2024
TECHNICAL SOUND DESIGNER (CONTRACT)
Worked directly with the developer of **Thought Experiment Simulator**, a viral casual game. Received positive mentions for sounds in more than 50% of the 400+ Steam reviews.
- Developing a sound tool to allow multiple sounds in a random group to be played at different weighted values. Making adding variations more efficient.
- Designing and recording over 300 unique sound effects that fit the tone and style of the game perfectly.

OTHER PROJECTS

Brainrot*   Nov 2024 - Present
Unity 3D / Experimental Action Game

- **Innovating** a multi-camera system that renders multiple game scenes in sequence on a material, creating an illusion that player is scrolling through different games as if they are on a mobile app.
- **Developing** editor tools that allows myself to visualize and edit NPC behavior and dialogue trees; and tools that allows each building block of the level to be hot-swappable, and saved to JSON files dynamically, increasing efficiency in narrative and level design process.
- **Designing** a foundational finite statemachine structure that can be instantiated by different game objects, allowing myself to quickly create and playtest different game states and bosses.

HyperStars   Sep 2022 - Aug 2023
TECHNICAL DESIGNER / TECHNICAL ARTIST
Team of 8 / Unity 3D / Fighting Game

- **Collaborating** with programmers and combat designers, designing a modular drag-and-drop tool to implement and tune visual and sound effects in each attack state.
- **Communicating** with 2D and 3D artists in creating polished VFX and other visual elements via custom URP render features, resulting in juicier and more impactful game feel.
- **Writing** the conceptualization and foundation of the game's world document. Creating unique character lore and dialogues that best reflect each characters' traits, personalities, and actions.