

Steve Hu

GAME DESIGNER

SUMMARY

I'm a technical game designer who loves tinkering and prototyping intricate mechanics. If I'm not in Unity, you'll find me writing stories and ideas 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.

EDUCATION

NEW YORK UNIVERSITY 2019 - 2023

BACHELOR OF ARTS

- Major: GAME DESIGN
- Minors: WEB DEVELOPMENT
FILM PRODUCTION

SKILLS

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

LANGUAGES

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

CONTACTS

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EXPERIENCES

Outfox Games

Jun 2021 - Dec 2024

CO-FOUNDER / TECHNICAL DESIGNER / PRODUCER

Co-founded a studio and shipped **Ritual Night** - a multiplayer online social-deduction game with everything developed in-house. We created a polished final product complete with all gameplay features, battlepass, cosmetic systems, and social systems.

- Working closely with the creative director, I organized team workload, ran stand-up meetings, hosted playtest sessions, and developed 30%+ of core game features.
- Curating a community of 300+ players on Discord, sold over 5000 copies on Steam with 85% positive reviews and won Games Week Berlin 2022 Dev Booster (1st place).

Ritual Night

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

- **Leading** the team in maintaining a concrete design process to increase collaboration efficiency, ultimately creating a streamlined workflow of design to discussion to iteration to implementation.
- **Developing** the structure of a multi-part tutorial, including scripted story modes and dynamic frontend elements that spawn in throughout gameplay.
- **Communicating** with artists and created various editor tools to streamline UI and other art asset implementation, including animation controllers and color mapping with shader techniques.
- **Communicating** with level designers, I built story elements dotted across all levels. Wrote a 33 page story to serve as a collectible to make the game's story more engaging.

Hoho Games

Dec 2023 - May 2024

CONTRACT TECHNICAL SOUND DESIGNER

Worked directly with the developer of **Thought Experiment Simulator**, a viral casual game, to design and implement over 300 unique sound effects. These sounds I created had received many positive mentions in over 400 steam reviews.

NYU Game Center

Sep 2022 - Dec 2022

TEACHING ASSISTANT

Assisted NYU professor **Jeremy Abel** in teaching **3D Studio: Unreal** (GAMES-UT 326). Guest lectured a unit on level design, and ran 3 hour lab sessions weekly to provide feedback and answered questions regarding student projects in Unreal 5.

OTHER PROJECTS

Brainrot*

Nov 2024 - Ongoing

Unity 3D / Experimental Action Game

- **Inventing** a 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

- **Communicating** with programmers and combat designers, I designed a modular drag-and-drop tool to make implementing and tuning visual and sound effects in each attack state more efficient.
- **Collaborating** 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, improving the narrative. Created unique character lore and dialogues that best reflect each characters' traits, personalities, and actions.