

# SAM JIANGHAO HU

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## EDUCATION

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**Carnegie Mellon University (CMU), Entertainment Technology Center (ETC)**  
Master of Entertainment Technology

*Pittsburgh, PA  
May 2021 (Expected)*

**New York University (NYU)**

B.S., Interactive Media Arts, Cum laude  
Minors in Game Design and Computer Science

Relevant Courses: Aesthetics for New Realities, Intro to Game Design, Intro to Game Development

*New York, NY & Shanghai, China  
May 2019*

## SKILLS

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**Software & Design:** Unity Game Engine, Logic Pro, Adobe CC tools, etc.

**Programming:** C#, Python, Java, Processing, Arduino, HTML, CSS, JavaScript, C programming.

**Languages:** English, Mandarin Chinese

## ACADEMIC PROJECTS

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**Building Virtual Worlds** • Programmer, Sound Designer • ETC

*Fall 2019*

- Created five games and interactive experiences with Unity in two-week sprints with new teams of five.
- Integrated non-traditional input devices such as VR trackers, Magic Leap, etc.
- Honing communication and teamwork skills across teams with diverse roles including programmers, artists, and sound designers.

**Rezmo** • Individual Project • NYU

*Spring 2019*

- A 2D rhythm platformer simulating deaf experience built using Unity game engine.
- Capstone Project for undergraduate study at NYU.
- Individual game project. Created original art assets and soundtracks in addition to programming.
- Concepted and Designed levels for the entire game.

## EXPERIENCE

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**NetEase Games**

Game Designer Intern on *Unreleased Title*

*Shanghai, China  
Summer 2019*

- Conducted research in character designs and background settings of cyberpunk-themed games and movies.
- Made a proposal for a new playable character along with detailed appearance references and skill mechanics.
- Designed rules and mechanics for a PVE enemy unit AI.
- Composed background stories and settings.

**New York University**

Adjunct Instructor at School of Professional Studies in Shanghai

- Co-taught Video Game Design: From Concept to Completion at High School Academy.

*Shanghai, China  
Jul. 2019*

## PERSONAL PROJECTS

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**Glyph** • Game Designer • 2019 Pittsburgh Board Game Jam

*Oct. 2019*

- A board game inspired by the prompt "Foreign". Created within 12 hours.
- Concepted the core gameplay mechanics and helped with playtests and iterating.

**Restoration** • Programmer, Level Designer • 2019 Global Game Jam

*Jan. 2019*

- 2D Dungeon Crawler inspired by the prompt "What Home Means to You". Created within 48 hours.
- Programmed the gameplay by myself and designed all three levels.

**K.U.N.** • Lead Programmer, Level Designer • 2018 NetEase Mini-game Competition

*Summer 2018*

- A 2D adventure game inspired by an ancient Chinese mythology.
- Designed levels and puzzles. Programmed puzzle events and the entire gameplay.

## HONORS & AWARDS

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• 2nd Place in Google Design Sprint Hackathon Shanghai

*Nov. 2018*

• Dean's Undergraduate Research Fund

*Summer 2018*

• Final Round Contestant in 2018 NetEase Mini-game Competition

*Summer 2018*