

Yutao Huang

GAME DESIGNER

EDUCATION

CARNEGIE MELLON UNIVERSITY, Pittsburgh, PA

Master of Entertainment Technology

Anticipated Graduation: May 2023

RHODE ISLAND SCHOOL OF DESIGN, Providence, RI

Bachelor of Arts Industrial Design

Sept. 2017 to 2021

PERSONAL INFO

PORTFOLIO

taodesign.online

PHONE

(412) 626-8554

E-MAIL

yutaoh@andrew.cmu.edu

EXPERIENCE

**June 2022-
present**

GAME DESIGNER/ RESEARCH ASSISTANT, HCII Reseach Lab at CMU

- Designed and developed an asymmetric co-op game from scratch for the purpose of human-machine teaming studies.
- Communicate with collaborating research team to understand their research needs and create responding in-game features.
- Conducted multiple playtests and fin-tuned features according to the feedback.
- Designed all the levels and maps including the tutorials.

SKILLS

Game Design

Level Design

Playtesting

Collaboration

Problem Solving

Verbal Communication

Presentation

TOOLS

Unity3D & C#

Unreal Engine

Maya

Adobe Creative Suite

Figma

Perforce

Git

PROJECTS

**Feb 2022-
May 2022**

GAME DESIGNER, Project Amazon

- Designed and developed a multi-platform experience that incorporated VR and Projection Technology.
- Arranged multiple playtests and Think-Out-Loud Sessions to collect player feedback.
- Designed the general UI framework and interaction map.
- Designed and laid out the tutorial level and the in game river map.

Nov 2021

Game Designer/2D Artist, Cyberland 2021

- Generated the idea of the game and produced multiple concept sketches. Designed multiple possible platforms and interactions.
- Built all the stages including the tutorial levels and designed the interest curve of the game.

Oct 2022

Game Designer/3D Artist, Soul Ferry

- Facilitated the brainstorming and ideation Phase of the game.
- Built 3D models and composed the tutorial level and the main scene.
- Conducted playtests, collected feedback from naive players and modified game experience accordingly.

LANGUAGES

Chinese (Native)

English (Professional)

German (B1)

ACTIVITIES

**2020-
2021**

Board Member, RISD Computational Art + Design Study Group

- Facilitate teaching and exploration workshops around computational, parametric, procedural, generative, and algorithmic art and design for students of all majors at RISD.