Erhan Qu Game Designer

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Education

Carnegie Mellon University, Entertainment Technology Center, Pittsburgh PA
Master of Entertainment Technology   Expected Class of 2019
Relevant Coursework: *Building Virtual Worlds, Game Design, RPG Writing Workshop*

University of California-Los Angeles, Los Angeles, CA
Bachelor of Science in Mathematics of Computation   Class of 2016
Minor in Film and Television Studies
Relevant Coursework: *Programming in C++, Algorithm, Screenwriting Fundamentals*

Skills

Programming Languages: C++, C-Sharp, Blueprint, Python
Software: Unity, Unreal Engine 4, Visual Studio, Anaconda, Qt, celtx
Spoken Languages: English (Fluent), Mandarin Chinese (Native)

Academic Projects

Team Lucid | CMU | Writer   (On going) Fall 2018
· Writing the first Act of five acts in an original Call of Cthulhu RPG.

Project Pupil | ETC | Designer, Programmer   (On going) Fall 2018
· Implementing educational AR application prototypes with intuitive hand control using Unity.
· Designing and developing 3 to 4 interactive demo for future-facing AR classroom application.

"Aren't You Alone in the Dark?" | CMU | Solo | Programmer, Game Designer   Apr 2018
· Created a twin-stick action game within two weeks with five iterations to improve gameplay.
· Combined action and survival horror genre with an emphasis on light and visibility.
· Designed and Implemented for Game Design course taken in Spring 2018, built with Unreal Blueprint.

Isle of Quark | ETC | Designer   Jan 2018-May 2018
· Developed an hour-long environmental puzzle game in Unity aiming to inspire coding.
· Written character dialogue and tutorial text to improve immersion and playability.
· Developed by a team of six members with different skill backgrounds throughout the semester.
· Undergone multiple playtesting and iterations to polish the product.

Building Virtual Worlds | ETC | 3D Artist, Designer, Programmer   Aug 2017-Dec 2017
· Designed and implemented five immersive experiences on VR/AR platforms
· Worked on fast prototyping and iteration in order to find the best design pattern within two-week period for each experience.
· Implemented a custom game timer for the event system based on Neville's algorithm.

E-K-A-N-S | UCLA | Solo | Programmer, Designer   Spring 2015
· Designed and developed a multi-mode, multiplayer-enabled game inspired by Snakes
· Implemented a spatial calculation method to trim the snake AI behavior.
· Developed with C++ and Qt.

Experience

Global Game Jam | Pittsburgh, PA| Designer   Jan 26, 2018 - Jan 28, 2018
· Created an aesthetics-focused 3D game in Unity, collaborated with another programmer/artist.