

Mengqing “Claire” Hu

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EDUCATION

University of Southern California

Interactive Media & Games Division (MFA), GPA 3.93/4.0

Los Angeles, CA

Expected Graduation in May 2022

The New School - Parsons School of Design

Design and Technology (BFA), with Concentration in Game Design, GPA 3.82/4.0

New York, NY

Aug. 2014 - May 2018

SKILLS

Game Design, Digital/Paper Prototyping, Game Development, Directing, Project Vision Pitch, Project and Team Management, Video/Audio Editing, Documentation, 3D and 2D Asset and Animation Prototype, UI/UX Design

- Unity3D (C#), Unreal Engine (Blueprints), Perforce, GitHub
- Autodesk Maya, Pixel Art & Animation
- Adobe Creative Suite – Photoshop, Premiere Pro, Audition, InDesign, Illustrator, XD
- *Language* – Fluent in English, Native in Chinese (Mandarin)

EXPERIENCE

Summer Associate, Unreal Blueprint Programmer

Culver City, CA (Remote)

Sony Immersive Music Studios

Jun. 2021 - Aug. 2021

- Design, prototype, and iterate an interactive experience exploring the intersection between gameplay, user interaction, music, and branding
- Ideate project goals, features, and development plan with the Monetization VP of the studio
- Presented various demos and documents to internal and external executives

Game Content Designer, Unreal Blueprint Programmer

Los Angeles, CA (Remote Internship)

Treehouse Games

Jun. 2020 - Jan. 2021

- Design, prototype, and iterate new game contents, systems, and features to build upon existing gameplay systems
- Support a pleasant co-op gameplay experience to attract players with different gaming experiences and skills
- Implement properly replicated content for multiplayer gameplay
- Collaborated with multiple designers, artists, and programmers in a team of 9 to improve game flow with moment-to-moment gameplay and user-generated content, and UI design

Volunteer, Writer/Translator

New York, NY (Remote)

Year of the Pig Exhibition, Babycastles

Aug. 2019 - Nov. 2019

- Write, edit, and translate detailed introduction for showcased game projects in both English and Chinese
- Highlight important gameplay and interactive instructions
- Coordinate with exhibition organizers and designers to ensure success (placements, potential risks, additional instructions for certain games, cultural refs)
- Playtest games to debug & identify potential risks in show environment

Game Exhibition Coordinator

New York, NY

Crash Report Exhibition, Babycastles

Oct. 2016 - Dec. 2016

- Plan, organize, and coordinate exhibition spaces for project display and additional events
- Help test technical equipment and show booths' setup to ensure game projects display success prior to the show day

AWARDS / HONORS

- Graduated from The New School with Institutional and Departmental Honors
- Placed on the Dean's List for Parsons School of Design in years 2014, 2015, 2016, and 2017

GRANTS / SCHOLARSHIPS

- Recipient of Electronic Arts Endowed Fund for Student Support by the USC School of Cinematic Arts in the year 2021-2022
- Recipient of Dean's BFA Scholarship by Parsons School of Design in the year 2014-2018

PROJECTS

Hedge Hug | *Unity & PC* | *Singleplayer 2D Narrative-driven Role-playing Adventure game* Mar. 2021 - May 2022
Creative Director, Lead Game Designer, Developer, Producer, UI Designer *Spotlight Game in USC Games Expo 2022*
Showcased at UCI Games + Learning + Society Conference

- Lead, direct, manage, and motivate a 12-person team of multiple disciplines to create a tight cohesive emotional experience
- Explore innovative design and storytelling approaches to raise awareness of mental health issues and advocate for self-reflection and self-care
- Prototype, implement, and refine core gameplay scenarios, story sequences, and cinematics for emotional gameplay
- Define and articulate a clear and consistent creative vision, and communicate the direction across to guide the team
- Draft and finalize project macro with designer inputs, listing narrative sequences, player emotional arc, gameplay features, assets, and contents for production planning and team guidance
- Work closely with the team and provide timely and thoughtful feedback to ensure creative alignment between gameplay, design, graphic, audio, narrative, and technical elements
- Employ and encourage creative explorations and interdisciplinary problem-solving for design challenges
- Present and pitch the game vision to recruit team members from various resources and venues
- Prepare, maintain, and update project documents and resources to onboard new members coming from various development backgrounds
- Review and discuss production priorities, timelines, and project scope with the producer, and constantly improve the teamwork pipeline to encourage effective iteration cycles and inter-team communications and collaborations
- Identify challenges faced by individual team members and address issues through open communication
- Research to properly represent art-making techniques and mental health issues as well as therapeutic interventions

Moving | *Unity & Android* | *Singleplayer Narrative-driven Puzzle Mobile Game* Aug. 2020 - May 2021
Game Designer, Developer, Producer, Audio Designer *Games For Change Awards 2021 Finalist in Best Student Game*
Livestreamed at USC Games Expo 2021

- Co-Direct a team of 5 to design a narrative-driven emotional experience relying on art, audio, and mechanics
- Write and revise design macro including story points, player's emotional arc, art assets, and soundtrack list
- Design and implement player interactions, puzzles, core mechanics, and sound effects
- Develop tools and scripts to support other members to make changes without disrupting the game flow and structure
- Collaborate with 2 composers to design a responsive and immersive audio experience
- Organize formal playtests, and iterate and polish the overall game and narrative design based on feedback

My Pet Duck | *Unity & iOS* | *Singleplayer Alternative Reality Mobile Game* Mar. - May 2021
Game Developer, Designer

- Design, prototype, and develop game loop, mechanics, systems, and UI interface
- Implement networking components to allow multiplayer features to enhance gameplay

Metamorphosis: Thyota's Journey | *Unity* | *Singleplayer Narrative-driven 2D Platformer* Jan. - May 2021
Game Developer, Designer *Livestreamed at USC Games Expo 2021*
Showcased in Geidai Games Expo 2021
Recipient of Alfred P. Sloan Grant for Games 2020-2021

- Timely communicate and work with the creative director, designers, artists, and QA tester across a team of 23
- Design, develop, and refine camera and scene transitions for storytelling cinematics and cutscenes
- Adjust provided art and audio assets in-engine to better complement the existing environment and story beats
- Debug and improve existing game systems, player controls, and character animation state machine

- Create tools to better support designers and artists to replace and adjust existing assets and game contents
- Kai Unearthed** | *Unity & PC | Singleplayer 2D Narrative-driven Role-playing Adventure game* Oct. 2019 - Ongoing
Game Designer, Developer, UI/UX Designer
- Prototype and refine player interactions, dialogue system, core mechanics, and temporary sound effects
 - Design and implement narrative-driven scene sequences and character animations
 - Support team development by creating tools and scripts that allow team members to make changes without disrupting the game flow and structure
- Heist** | *Tabletop Simulator | Multiplayer Card Game* Oct. 2020 - May 2021
Game Designer *Livestreamed at USC Games Expo 2021*
- Collaborate with other game designers to design and iterate the game system, core mechanics, and narrative elements
 - Write, edit, and refine game rules to make them succinct and intuitive to understand
 - Organize meetings, facilitate playtests, and document player feedback
- Stone of Otha** | *Game Design Document for 3D Fantasy Role-playing Adventure Game* Sept. - Nov. 2020
Narrative Designer, Writer, Game Designer
- Design and create descriptions and backstories for the player character and major characters, major locations, complete storyline and major narrative events to support gameplay and worldbuilding
 - Define gameplay systems, mechanics, and structures, as well as target audiences, development platforms, and UI layout designs
 - Create a 24-page game design document that clearly communicates the project vision with a descriptive gameplay walkthrough that elaborates on the moment-to-moment gameplay experience, companion systems, branching dialogues, and detailed interactive features and elements
 - Research comparable games to inform design decisions and provide references for gameplay features and contents
- Bottles** | *Unity & iOS | Singleplayer Gyroscope Puzzle Adventure Mobile Game* Oct. 2019 - May 2020
Usability Designer, UI/UX Designer *Showcased at USC Games Expo 2020*
- Design, prototype, implement, and polish UI/UX to create an intuitive interaction flow and accessible control scheme
 - Organize playtest sessions, lead playtester interviews, and document player feedback
 - Analyze and present play-test results, and provide solutions for problems addressed by playtesters
 - Collaborate with and support designers and artists in a team of 20
- Eggman - The Easter Land** | *Unity & PC | Singleplayer 2D Adventure Platformer* Mar. - Oct. 2020
Game Designer, Developer, 2D Artist *Published on itch.io (password: egglife)*
- Design and develop gameplay, dialogue system, and various game mechanics
 - Prototype and polish 2D art assets and animations including characters and multiple game objects
 - Research, edit, and implement audio including music and sound effects
- New Born Era** | *Game Design Document for 3D Narrative-driven Science Fantasy Role-playing Game* Mar. - May 2020
Narrative Designer, Writer, Game Designer
- Design and create descriptions and backstories for players and major characters, major locations, a complete storyline, and major narrative events to support gameplay and worldbuilding
 - Define gameplay systems, mechanics, and structures, as well as target audiences and platforms
 - Create a 21-page game design document to convey the project vision with a descriptive gameplay walkthrough that elaborates on crucial narrative decision scenarios leading to significantly affecting character relationships and gameplay, as well as moment-to-moment player experience, cutscenes, and combat features
 - Research comparable games to inform design decisions and narrative-driven experience
- Mac Goes Back** | *Unity & PC | Singleplayer Archaeology Puzzle Adventure Game* Sept. 2019 - Jan. 2020
Game Audio Designer/Engineer *Showcased at USC Games Expo 2020*
Sponsored by the Alfred P. Sloan Foundation
- Combine inputs from the creative director and game designers to analyze and improve the overall sound design

- Collaborate with a composer to design a responsive and immersive audio experience
- Create sample sound effect assets to facilitate gameplay and player interactions
- Draft and finalize soundtrack list and audio design plan to share with 6-person team

HappyHospital Inc. | *Multiplayer Cardgame*

Sept. - Oct. 2019

Game Designer, 2D Artist

Showcased at Indiecade 2019

- Design a fast-paced, cooperative multiplayer game with competitive elements between each player
- Tune and adjust card and system balances through card type percentage calculation based on playtest feedback
- Collaborate with other designers to polish overall game design, mechanics, card sets, and art assets

Conspirescape | *Unity & Oculus VR | Singleplayer VR Escape Room*

Jan. - May 2018

Game Developer, Level Designer, 3D Artist/Animator

Showcased at Synthesis - The 2018 BFADT Thesis Exhibition

- Design and implement VR player controls, puzzles, core mechanics, and sound effects
- Model and animate 3D player character model with nonhuman body shape and customized tentacle hands
- Build tools to support narrative content, cinematic cutscenes, as well as visual and lighting adjustments
- Collaborate with the team to organize playtests and polish our design based on feedback
- Setup and maintain show booth, facilitate play sessions, and engage with audiences

Punk Band | *Unity & Android | Singleplayer Choose-Your-Own-Adventure Mobile Game*

Mar. - May 2017

Game Developer, Sound Designer, UI Designer

Published at Google Play Store during 2017-2020

- Implement the entire gameplay system including core mechanics, excel-reading game data management, and branching dialogue tools for dynamic content generation and iteration
- Create 2D assets of environment sets and associated props
- Design game flow and core loop, and create and implement UI assets

“Let ME Say Something” | *Arduino UNO & Piezo Sensors | Audio-driven Interactive Physical Installation* Oct. - Dec. 2017

Audio Designer, Audio Engineer, Narrative Designer

- Design the site-specific audio project with branching audio choices to create a dynamically changing audio experience with multiple “personality” scenarios for a silent statue
- Draft, and finalize site-specific audio project proposal based on acoustic feature explorations of various sites, and research of inspirational audio installation projects and interactive audio-centric media
- Program interactable installation through modifying prebuilt Arduino UNO and multiple piezo sensors
- Explore suitable physical installation materials and audio parts and interactable buttons to control the statue’s “voice”

“Coil” Imagine - Part 1 & 2 | *Adobe Audition | Audio Experience*

Sept. - Oct. 2017

Audio Designer, Audio Engineer

- Explore and record audio clips created by various physical materials from mechanical and industrial sources in the Voiceover Booth recording studio
- Capture field recordings and samples from different neighborhoods in New York City
- Arrange and edit audio segments to create a structured acoustic texture centered around the verb “Coil” by mixing pointillistic structures and continuous textures
- Rearrange and expand audio clips to explore a mundane and natural context using audio manipulation techniques
- Illustrate the process of imagination and a quiet and peaceful meditative experience through repeating textural movements and continuity

Slamwich | *Unity | Local Multiplayer Party Game*

Oct. - Dec. 2016

Game Developer, Designer

Showcased at BabyCastles’ Crash Report Exhibition

Presented in BabyCastles’ Artist Talk

- Implement and expand core game loop and multiplayer gameplay from prototypes developed during the 2016 Parsons Design and Technology annual Game Jam
- Build and polish user interactions, controller inputs, and supporting visual and audio effects based on player feedback
- Setup and maintain project show booth during the exhibition

Garbage Transformation Series | Crafts

Feb. - May 2016

Designer, Crafter

- Design, sketch, and iterate project concept and overall design to bring attention to relationships between produce, industrial materials, animals, and nature
- Experiment and repurpose environmental wastes and recycling materials for crafts and artistic expression
- Transform different-sized soda cans into delicate miniature furniture sets including chairs, tables, and a candle holder
- Transform soda tabs connected by ribbons to build an 8"x4"x4" squirrel sculpture using various experimental building and crafting techniques
- Transform garlic cloves, spring onion roots, wax pill shells, and leftover materials from other projects into a tiny garden
- Present the series to external groups of audiences and prompt them to contemplate and reflect on relevant themes

Mad Pics | Unity & Mobile Web Browser | Online Multiplayer Browser Game

Oct. - Dec. 2015

Web Developer, Database Engineer, UI/UX Designer

- Develop online data storage system, and gameplay mechanics to allow users to upload their photos and create Mad-lib style random stories generated by voting mechanics
- Design and Implement intuitive website UI layout and user flow

Bug Dance | Unity | Singleplayer Photography Adventure Game

Mar. - May 2015

2D Artist/Animator, UI Designer, Game Developer, Narrative Designer

- Design and create the overall narrative storyline, branching narrative-driven events, and side quests
- Implement a choice-based dialogue system and other tools to enhance photo-taking content developed by teammate
- Draw, animate, and implement multiple sets of character pixel art and animations
- Design and create environmental assets and UI layout and elements

Sacred Space | Physical installation

Apr. - May 2015

Designer, Crafter

- Design, sketch, and iterate project concept to explore themes of "sacred" and "fear" and their connections
- Experiment and adjust structural materials and dyes to better convey envisioned experience
- Handcraft and dye acrylic plastic-based items filled with water to create a solid appearance and evoke a sense of sorrow and distressing

"Living in the Natural City" | Physical installation

Apr. - May 2015

Designer, Crafter

- Design, sketch, and iterate project concept to explore themes of "sacred" and "fear" and their connections
- Experiment with natural materials and crafting techniques to build a "growing" house with wax, tree branches, leaves, plants, water, and soil
- Create a solid appearance and evoke a sense of liveliness and evoke contemplation around nature and the living environment.

A.R.N. Army Branding | Identity Branding for Fictional Robotic Military Brand

Oct. - Dec. 2014

Designer, Product Designer, Typeface Designer

- Invent A.R.N. Army, a robotic army with multiple divisions, each carrying unique supernatural abilities
- Design and create army logo and sub-logos for divisions based on the brand identity, while exploring themes of machine, regeneration, protection, and freedom
- Design and produce a set of branding items including a military slogan, introductory brochure, double-sided business cards, letterhead, letter background, and envelope design to introduce the brand and army divisions
- Prototype original font designs using hand-drawing techniques, then recreating the final design in digital drawings
- Design, test, and adjust the digital font for final use cases
- Establish consistent brand color schemes to unite branding items and division-specific designs
- Research military branding designs as references for realistic design techniques, and unique branding opportunities
- Research font trends, shapes, and design to inspire clean and elegant design strategies

Reflection: Reality/Unreality | *Full-Room Physical Installation Short Film*

Oct. - Dec. 2014

Designer, Cinematographer, Photographer, Audio Engineer

- Design and sketch project concept to play with visual perceptions and the sense of reality vs. surreality
- Film, edit, and iterate footage from both real-life environment and animation episodes
- Explore cinematic techniques and physical materials to artistically imitate the thinking process and visualize the mind
- Setup the experience with tracing papers, separate projected videos on opposite walls, and surrounding speakers