

Mengqing “Claire” Hu

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EDUCATION

University of Southern California

Interactive Media & Game Division (MFA)

Los Angeles, CA

Expected Graduation in May 2022

The New School - Parsons School of Design

Design and Technology (BFA), with Concentration in Game Design

New York, NY

EXPERIENCE

Sony Immersive Music Studios

Summer Associate, Unreal Blueprint Programmer

Culver City, CA (Remote)

Jun. 2021 - Aug. 2021

- Design, prototype, and iterate an interactive experience exploring the intersection between music and branding
- Ideate project goals, features, and development plan with the Monetization VP of the studio
- Assemble and present 6+ developmental demos and 3 finalized design documents to internal and external executives

Treehouse Games

Game Content Designer, Unreal Blueprint Programmer

Los Angeles, CA (Remote Internship)

Jun. 2020 - Jan. 2021

- Design and paper prototype 18+ potential gameplay features under 3 major categories
- Implement and iterate 7 pieces of content and 2 major multiplayer systems to build upon the existing gameplay structure
- Build properly replicated systems and draft UI/UX design and flow to support a pleasant co-op gameplay experience to attract players with different gaming experiences and skills
- Collaborate with designers, artists, and programmers in a team of 9 to improve game flow for moment-to-moment gameplay, user-generated content, and UI design

PROJECTS

Hedge Hug | Unity | Singleplayer 2D Narrative-driven Role-playing Adventure game

Mar. 2021 - May 2022 (Expected)

Creative Director, Lead Game Designer, Developer, Producer, UI Designer

- Lead, direct, manage, and motivate a 12-person team of multiple disciplines to create a cohesive emotional experience
- Define and articulate a clear and consistent creative vision and direction to guide the team, and pitch it at 6 crew events to recruit team members
- Direct, prototype, and refine core gameplay scenarios, 15 major story sequences, and relevant in-game cinematics to compose emotionally impactful gameplay moments
- Provide timely and thoughtful feedback to ensure creative alignment between gameplay, design, graphic, audio, narrative, and technical elements
- Improve teamwork pipeline to encourage effective iteration cycles and inter-team communications and collaborations

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

- Design, implement, and iterate core gameplay mechanics, 6 major story sequences with varied puzzles, and sound effects
- Develop tools and scripts to support other members to make changes without disrupting the game flow and structure
- Iterate and polish the overall gameplay and narrative design based on data from arranged 10+ formal playtests sessions

Bottles | Unity & iPhone | 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 layout and assets across 4 types of major gameplay screens with 5+ iteration cycles to create intuitive interaction flow and accessible control scheme
- Organize 15+ formal playtest sessions, lead playtest observations and interviews, and analyze player feedback
- Discuss gameplay and tutorial challenges revealed by playtest data to support designers and artists in a team of 20

SKILLS

Uniy3D (C#), Unreal Engine (Blueprints), Perforce, GitHub

Adobe Creative Suites

Autodesk Maya, Pixel Art & Animation

Language: Fluent in English, Native in Chinese (Mandarin)

HOBBIES

Chinese Calligraphy, Digital Painting, Singing, Swimming, Observing Fellow Gamers, Dog Petting