



Mengqing "Claire" Hu

Game Designer / Developer

Creative and team-minded Game Designer with 7+ years of hands-on project experience across platforms. Passionate about innovative storytelling, seeking inspiration from interdisciplinary fields, and uniting games with meaningful social impacts.

WORK EXPERIENCE

31st Union

Game Systems Designer | Unreal (Blueprints)

San Mateo, CA (Remote)

Mar. 2023 - Present

- Collaborate with design, narrative, audio, art, and UI teams to drive designs and long-term planning for storytelling and narrative-relevant game content, ranging from character voice-over, banter, in-game collectibles, to NPC dialogue/quests
- Develop and facilitate a wide variety of game assets, in-engine tools, and relevant pipeline
- Implement player-facing content systems in Unreal Engine 5, including character and game backstory represented through text, actor-recorded voice-over, menus, and interfaces

Ubisoft

RockSmith+ | Game Design Intern | Snowdrop Engine

San Francisco, CA (Remote)

Jul. - Oct. 2022

- Research interactive music learning tools from 12+ comparable references, and organize team-wide brainstorming and design discussions
- Present design proposals and production plans for 7+ interactive audio/visual-driven experiences with digestible educational content
- Implement and iterate prototypes, and work with technical/UI/audio designers to find creative solutions that enhance player experience
- Facilitate playtests, gather feedback, and provide design suggestions to improve long-term engagement for advanced users

Sony Immersive Music Studios

Summer Associate | Unreal (Blueprints)

Culver City, CA (Remote)

Jun. - Aug. 2021

- Design, prototype, and iterate an interactive experience exploring the intersection between music and branding
- Ideate project goals, features, visual direction, 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

EDUCATION


University of Southern California


Interactive Media & Game Division (MFA)

The New School - Parsons School of Design

Design and Technology (BFA)

CONTACT

 Claire.mq.hu@gmail.com

 [Linkedin.com/in/claire-mengqing-hu](https://www.linkedin.com/in/claire-mengqing-hu)

 ClaireHere.com

EXPERTISE

- Game Design
- Visual Story-Telling
- Game Development
 - Unity (C#)
 - Unreal Engine (Blueprints)
 - Snowdrop Engine
 - Perforce/GitHub
- Game Production Planning
 - Agile/Scrum
- 2D/3D Art Asset Creation
 - Adobe Creative Suite
 - Autodesk Maya
- Bilingual - English/Chinese

HOBBIES

