Mengqing "Claire" Hu

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EDUCATION

University of Southern California   **Los Angeles, CA**

Interactive Media & Games Division (MFA), GPA 3.93/4.0   Expected Graduation in May 2022

The New School - Parsons School of Design   **New York, NY**

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

Game Systems Designer   **San Mateo, CA (Remote)**

2K Games - 31st Union (Unannounced Project)   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

Game Design Intern   **San Francisco, CA (Remote)**

Ubisoft - RockSmith+   Jul. 2022 - 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

Summer Associate   **Culver City, CA (Remote)**

Sony Music Entertainment - Sony Immersive Music Studios   Jun. 2021 - Aug. 2021

- Design, prototype, and iterate an interactive experience in Unreal Engine 4 to explore the intersection between gameplay, user interaction, music, and branding
- Ideat 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   **Los Angeles, CA (Remote)**

Treehouse Games   Jun. 2020 - Jan. 2021

- Design, prototype, and iterate new game contents, systems, and features in Unreal Engine 4 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

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

RECENT 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