



Mengqing "Claire" Hu

Game Designer / Developer

Creative and team-minded Game Designer with 6+ 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

Ubisoft

San Francisco, CA (Remote)

RockSmith+ | Game Design Intern | Snowdrop Engine 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

Culver City, CA (Remote)

Summer Associate | Unreal (Blueprints) 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

Treehouse Games

Los Angeles, CA (Remote)

Game Content Designer | Unreal (Blueprints) Jun. 2020- Jan. 2021

- Design and implement 18+ gameplay features built upon the existing gameplay structure
- Build 2 major multiplayer systems and polish UI/UX flow to strengthen moment-to-moment gameplay
- Organize internal playtests and collaborate with designers, artists, and engineers to improve game flow, co-op player experience, and user-generated content creation systems

EDUCATION

University of Southern California


Interactive Media & Game Division (MFA)


Graduated in May 2022


The New School - Parsons School of Design

Design and Technology (BFA)

CONTACT

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 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

