

# SAM JIANGHAO HU

+1 (412) 853-5520 • [jianghah@andrew.cmu.edu](mailto:jianghah@andrew.cmu.edu) • [samjhu.com](http://samjhu.com)

## EDUCATION

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**Carnegie Mellon University (CMU), Entertainment Technology Center (ETC)** *Pittsburgh, PA*  
Master of Entertainment Technology *May 2021 (Expected)*  
Relevant Courses: Game Design, Building Virtual Worlds, Improvisational Acting, Visual Storytelling

**New York University (NYU)** *New York, NY & Shanghai, China*  
B.S. in Interactive Media Arts (NYU Shanghai), Cum laude *May 2019*  
Minors in Game Design and Computer Science  
Relevant Courses: Intro to Game Design, Aesthetics for New Realities, Intro to Game Development, Data Structure, Computer Systems Organization

## SKILLS

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**Software & Design:** Unity Engine, Unreal Engine, Logic Pro, Audition, Photoshop, Adobe Premiere, Adobe Illustrator, Reaper, etc.  
**Programming:** C#, Python, Java, Processing, Arduino, HTML, CSS, JavaScript, C programming.

## ACADEMIC PROJECTS

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**Building Virtual Worlds** • Programmer, Sound Designer • ETC *Fall 2019*  
- Created five games and interactive experiences with Unity in two-week sprints with new teams of five.  
- Integrated non-traditional input devices such as VR trackers, Magic Leap, etc.  
- Honed communication and teamwork skills across teams with diverse roles including programmers, artists, and sound designers.

**Rezmo** • Individual Project • NYU *Spring 2019*  
- A 2D rhythm platformer simulating deaf experience built using Unity game engine.  
- Capstone Project for undergraduate study at NYU.  
- Individual game project. Created original art assets and soundtracks in addition to programming.  
- Conceptualized and Designed levels for the entire game.

## EXPERIENCE

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**Project Safewell** • ETC with **Reach Wireline** *Pittsburgh, PA*  
Designer, Programmer, and Assistant Producer on Team Safewell *Jan. - May 2020*  
- Delivered a VR safety training program for fracking workers using Unreal game engine and Oculus Quest.  
- Designed and iterated on the overall experience design and the interaction design for hazards in all three scenarios.  
- Designed and implemented the transition flow between scenarios.  
- Optimized the program when switching platform from Oculus Rift S to Oculus Quest.  
- Laid out the fracking site environment and assembled scenarios with interactive objects

**NetEase Games** *Shanghai, China*  
Game Designer Intern on *Unreleased Title* *Summer 2019*  
- Conducted research in character designs and background settings of cyberpunk-themed games and movies.  
- Proposed a new playable character along with detailed appearance references and skill mechanics.  
- Designed rules and mechanics for a PVE enemy unit AI.  
- Composed background stories and settings.

**New York University (Shanghai)** *Shanghai, China*  
Studio Assistant at the NYU Shanghai Interactive Media Arts (IMA) Studio *Sep. 2016 – May 2017*  
- Maintained and managed valuable digital equipment in the equipment room.  
- Provided technical support to classes and events at IMA.

Social Media Editor at the NYU Shanghai Academic Technology Support (ATS) *Sep. 2015 – May 2016*  
- Designed posters for events and workshops held at the ATS.  
- Created content for ATS official WeChat account.  
- Transcribed an online lecture series for Prof. Clay Shirky.

**Mushroom Cloud Maker Space** *Shanghai, China*  
Project Intern *Jun. – Aug. 2017*

- Designed and built a prototype of a player piano music installation.

### **Ameson Education and Cultural Exchange Foundation**

Program Assistant Intern at Ameson Year in China (AYC) Program

*Shanghai, China*

*Jun. - Jul. 2016*

- Assisted with volunteer recruitment for program orientation.
- Analyzed program feedbacks and wrote annual program report.
- Designed a new program brochure.
- Composed a new teacher handbook for the Teach in China Program.
- Created content for AYC program official WeChat account.

## **TEACHING & LEADERSHIP**

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### **National High School Game Academy at Carnegie Mellon University**

Programming Teaching Assistant

*Pittsburgh, PA*

*Jun. – Aug. 2020*

- Designed and lectured a three-week Unity game development crash course to high school students.
- Mentored a group of 6 students on their academic experience and career goals.
- Provided programming assistance and consultation to students on their team projects

### **High School Academy at New York University School of Professional Studies (Shanghai)**

Adjunct Instructor for Video Game: From Concept to Completion

*Shanghai, China*

*Jul. 2019*

- Designed and co-lectured a one-week crash course on Arduino and Unity game engine to high school students.

### **New York University (Shanghai)**

Learning Assistant at NYU Shanghai Academic Resource Center (ARC)

*Shanghai, China*

*Sep. – Dec. 2018*

- Supported students in Communications Lab class during their weekly recitations.
- Held weekly office hours and review sessions outside of class for students.

New Student Orientation Ambassador

*Apr. – Oct. 2018*

- Mentored a group of 11 first-year students (both local and international) throughout the fall orientation.
- Conducted summer welcome calls to incoming new students.
- Facilitated six weekly dialogue sessions with 11 first-year students during their first semester.

### **PEER Winter Voluntary Teaching Program**

Lecturer and Mentor

*Yongzhou, Hunan, China*

*Dec. 2015*

- Went on a 10-day trip to teach a self-designed curriculum to high school students in rural area of China.
- Designed and lectured a one-week course on writing and public speaking to local high school students.
- Mentored students through one-on-one conversations on their college and career plans.

## **PERSONAL PROJECTS**

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**Holy Fart** • Gameplay Programmer, Game Designer • Global Game Jam 2020

*Jan. 2020*

- A competitive 2-player isometric game inspired by the prompt "Repair". Created within 48 hours.
- Collaborated with another programmer on creating gameplay.
- Iterated on the core gameplay design based on playtest results.

**Glyph** • Game Designer • 2019 Pittsburgh Board Game Jam

*Oct. 2019*

- A board game inspired by the prompt "Foreign". Created within 12 hours.
- Conceptualized the core gameplay mechanics and helped with playtests and iterating.

**K.U.N.** • Lead Programmer, Level Designer • 2018 NetEase Mini-game Competition

*Summer 2018*

- A 2D adventure game inspired by an ancient Chinese mythology.
- Designed levels and puzzles. Programmed puzzle events and the entire gameplay.

## **HONORS & AWARDS**

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• University Honors Scholars at NYU

*Apr. 2019*

• 2nd Place in Google Design Sprint Hackathon Shanghai

*Nov. 2018*

• Dean's Undergraduate Research Fund

Most Popular Project at 2019 Undergraduate Research Symposium

*Summer 2018*

• Final Round Contestant in 2018 NetEase Mini-game Competition

*Summer 2018*

• Dean's List Honors

*2015-2018*