

SAM HU

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SKILLS

Programming: C#, C++, Python, Java, JavaScript, Unreal Blueprints

Engine: Unity Engine, Unreal Engine

Software & Tools: Git, Perforce, Statsig, Azure DevOps, Jira

EXPERIENCE

Rec Room Inc.

Seattle, WA

Software Engineer, Interactions and Gameplay

Feb. 2021 - Aug. 2025

Gameplay System Development

- Owner of player-related code systems (controls, gameplay interactions, etc.). Responsible for review, feedback, and approval on pull requests affecting player code.
- Developed cross-platform mechanics for VR, Console, PC, and Mobile. Shipped features on a weekly basis.
- Lead dev for “Place”, a screens-only gameplay feature that redefines how players interact with and move objects, and enables new social play and creation. Responsible for technical investigation & planning, feature implementation, and data analysis. The feature increased player time spent by 0.7%, Daily Active Users by 0.3%, as well as increasing time spent in relevant game rooms by 7.5%.
- Helped build and shipped 4 “Rec Room Original” titles — original first-party game modes. Owned features ranging from audiovisual effects, Game UI, and player interactions.
- Prototyped and provided dev support for “Make It Real”, the newest AI-meshgen-powered game experience in Rec Room. The experience reached 10,000+ unique visits and 15,000+ generated meshes within the launch week, with revenue generation trending positive after iterations.
- Revamped the experience of the in-game photo camera feature with a modern, consistent, cross-platform design (controls, UI, etc.) for all platforms.

Tools & User-Generated-Content Systems

- Implemented and shipped in-game creation tools and components that enable fundamental player interactions and gameplay mechanics in user-generated game rooms. Adopted by 37% of the top 100 UGC rooms in the first 3 months.
- Developed Custom Dorm – a private player space in Rec Room fully customizable with the in-game creation tool.
- Worked closely with sound designers to improve the UI audio system, in order to support layered button sounds and scriptable-object-based configuration process.

Collaboration & Leadership

- Mentored engineer interns as well as more junior engineers. Collaborated with them on projects where I actively provided resources and technical assistance, and made sure they are set up for success.
- Collaborated closely with designers. Provided design feedback and proposed iteration ideas for the features I owned.

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 a detailed design document containing character design references and skill mechanics.
- Designed rules and mechanics for a PVE enemy unit AI.
- Contributed to background stories and settings for the game.

EDUCATION

Carnegie Mellon University, Entertainment Technology Center

Pittsburgh, PA

Master of Entertainment Technology

Aug. 2019 - May 2021

Focus: Programming, Game Design

New York University, New York University Shanghai

New York, NY & Shanghai, China

Bachelor of Science in Interactive Media Arts (NYU Shanghai), Cum laude

Aug. 2015 - May 2019

Minors in Computer Science and Game Design (NYU Tisch School of the Arts)