

Mengqing (Claire) Hu

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EDUCATION

The New School - Parsons School of Design

New York, NY

Bachelor of Fine Art in Design and Technology, with Concentration in Game Design

Aug. 2014 - May 2018

Cumulative GPA: 3.82

Honors: Graduated with Departmental Honors and Institutional Honors; Dean's List (2017, 2016, 2015, 2014).

ACADEMIC GAMING PROJECTS

Conspirescape / Unity & Oculus VR

Lead programmer, designer, and 3D modeler

Jan.2018 - May 2018

- Collaborated with two other team members to develop a unique single player escape room game with VR technology
- Led the group and developed most of the core mechanics, the game system, character interactions, and game loops
- Major contributions to prototyping the game concepts, character design and animation, 3D assets modeling, building and improving production tools for team development, game and puzzle design, narrative, and sound effects
- Held multiple play-test sessions in the process and developed critical design decisions based on 50 player reviews

Punk Band / Unity & Android Mobile

Lead programmer and designer

Mar.2017 - May 2017

- Made several prototypes and developed a choice-based and narrative-oriented mobile game, with an embedded mini game to complete the gameplay
- Built the entire choice-affected game system to work with multiple game characters and the storyline
- Improved gaming narrative system by creating tools for my teammates to work with
- Collaborated with another team member to organize play-tests and polish the game mechanics and art
- Published the game on Google Play Store on May. 16th, 2017, and received the score of 4.6/5.0

Slamwich / Unity & PC

Lead programmer and designer

Aug.2016 - Dec.2016

- Developed a fast-paced and competitive multiplayer party game with controllers
- Collaborated with two other team members to refine the game mechanics, UI design and the overall gameplay

WORK EXPERIENCE

Martin-nitraM Co. Limited

Hong Kong

Game Critic Columnist, Leading Game Designer

Apr. 2018 - Present

- Wrote over 20 game critiques and game-related articles which increased the overall viewings of the column
- Coordinated a group project of a VR educational game to teach English to Chinese high school and college students
- Collaborate with multiple artists, programmers, and designers to analyze and improve the game system, including game mechanics, level design, UI design and the combination of educational purpose with game elements

Synthesis, Parsons 2018 BFA DT Thesis Exhibition

New York, NY

Game Developer, Game Designer, Presenter

Feb.2018 - May 2018

- Presented the group VR game project – *Conspirescape*, to over 250 people in only one day

Crash Report, Babycastle's Game Exhibition

New York, NY

Game Developer, Game Designer, Organizer, Presenter

Oct.2016 - Dec.2016

- Planned, organized, and coordinated over 30 spaces for projects display and events for the exhibition
- Presented the group game project – *Slamwich* and successfully had 150 attendees play this game multiple times

World of Warcraft

China

President of Alliance Guild, Raid Group Commander

Oct.2014 - Present

- Organized the guild of more than 800 active players
- Coordinated 5 raid groups weekly, with each group containing more than 40 players
- Led the 45-person raid group which was then ranked one of the top 10 raid groups in the server (50,000 active players)

SKILLS

Game Development: Unity (C#), Xcode, openFrameworks, Twine, Processing

Assets Creation: Autodesk Maya (3D Assets & Animation), Adobe Suite (Photoshop, Illustrator)

Software: Adobe Suite (Premiere Pro, Audition, Animate, InDesign)

Interests: Art Crafting, Digital Painting, Gaming, Playing Piano, Singing, Swimming, Writing Novels, Writing Songs

Language: Fluent in English, Native in Chinese (Mandarin)