

# Yanchen Hu

Pittsburgh, PA

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## SUMMARY

Game designer and programmer hybrid with experience in both individual and team projects, including production and technical leadership roles. Proficient in multiple game engines (including in-house tools) and version control solutions. Passionate about pushing creative and technical boundaries in game development.

## EDUCATION

### Carnegie Mellon University, Entertainment Technology Center

/ Master of Entertainment  
Technology

August 2023- Present

**Courses:** Game Design Fundamentals,  
Software Design Principles, Building Virtual  
Worlds, Improvisational Acting

### University of California San Diego

/ Bachelor of Science, Applied  
Mathematics

September 2017- December 2020

**Courses:** Probability Theory and Stochastic  
Processes, Combinatorics, Intro to  
Computational Stats, Applied Linear  
Algebra, Introduction to Data Science

## SKILLS

- Unity, C#
- Unreal Engine 5
- C++
- Adobe Illustrator
- Perforce
- TortoiseSVN
- Git
- Audacity
- Python
- Java

🌐 <https://yanchenhu.wixsite.com/designer-programmer>

🌐 <https://www.linkedin.com/in/yanchen-hu-4a376b284/>

## WORK EXPERIENCE

### Justice Mobile(《逆水寒》手游), NetEase / Systems Design Intern

06/2024-09/2024

- Worked on updates for Justice Mobile, NetEase's flagship wuxia MMO with over \$1B in annual revenue
- Developed a proposal for an in-game event targeting high-value players for a later patch and coordinated its execution with programmers and animators
- Designed and engineered a stand-alone encounter level (released) using in-house tools and Unity 3D
- Configured spreadsheets in the serialization workflow for automation and tuning

### Shanghai Wish Industrial Development Co., Ltd. / Associate Sales Manager

03/2021- 03/2022

- Managed client relationships and coordinated sales operations, including direct client communication, factory production schedules, customs clearance, and other logistics
- Performed market analysis, consolidating and interpreting data in Excel to produce comprehensive market requirements documents

## PROJECT EXPERIENCE

### Untitled Match-3 Game / Individual Project

*Designer & Programmer & Producer*

01/2025-Present

- Designed core systems for a commercial endless roguelite puzzler, including classes, equipment, skills, and enemies
- Programmed grid management, input mechanics, gameplay loop and an extensible infrastructure for roguelite systems in Unity
- Developed quality of life improvements to enhance user experience

### Full Tilt! / Team Project (6-person team)

*Technical Game Designer & Co-producer*

01/2025-Present

- Iterated playfield design for a projection-mapped pinball experience
- Defined tech specs, footprint, and setup in collaboration with the client, programmer and engineer

### Penguin Action Toolkit / Team project (6-person team)

*Producer & Technical Designer & Programmer*

09/2024-12/2024

- Successfully pitched the project to the ETC and shipped an action game framework on the Unity Asset Store
- Defined the project's life cycle, including roadmap, pipeline, internal & external testing
- Developed customizable modifier scripts attachable to action states (e.g., mana consumption, channeling actions) for extensibility

### Celeste 4 2 / Individual Project

*Designer & Programmer*

04/2023-09/2023

- Designed and programmed two challenging 2D cooperative platformer levels (inspired by *Celeste*) in Unity

### Clash, Slash & Bash / Team project (2-person team)

*Designer & Playtester & Producer*

05/2022-09/2022

- Created a paper-based combative battle chess game that emphasized positioning in a battle
- Designed gameplay, art, flavor, cards, map, physical pieces and produced a single prototype copy
- Tested with 4 users and updated the game for 22 iterations