

# SAM JIANGHAO HU

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<b>EDUCATION</b>	<b>Carnegie Mellon University (CMU)</b> Master in Entertainment Technology	Pittsburg, PA May 2021 (Expected)
	<b>New York University (NYU)</b> B.S., Interactive Media Arts, Cum laude Minors in Game Design and Computer Science	New York, NY & Shanghai, China May 2019
<b>HONORS &amp; AWARDS</b>	<ul style="list-style-type: none"><li>• University Honors Scholar at NYU</li><li>• 2nd Place in Google Design Sprint Hackathon Shanghai</li><li>• Dean's Undergraduate Research Fund</li><li>• Final Round Contestant in NetEase Mini-game Competition</li><li>• Dean's List Honors</li></ul>	Apr. 2019 Nov. 2018 Summer 2018 Summer 2018 2015 - 2018
<b>PROJECTS</b>	<b>Rezmo</b> • Digital Game <i>A 2D rhythm platformer simulating deaf experience. Capstone Project for undergraduate study at NYU.</i>	May 2019
	<b>Restoration</b> • Digital Game <i>A 2D Dungeon Crawler inspired by "What Home Means to You", the prompt of 2019 Global Game Jam.</i>	Jan. 2019
	<b>K.U.N.</b> • Digital Game <i>A 2D adventure game inspired by ancient Chinese mythology. Made during NetEase Mini-game Competition.</i>	Jul. 2018
	<b>Trouble in Fabletown</b> • Analog Game <i>A card game based on the comic series Fables. Class Project for Intro to Game Design.</i>	May 2018
<b>EXPERIENCE</b>	<b>NetEase Games</b> Game Designer Intern <ul style="list-style-type: none"><li>• Conducted research in character designs and background settings of cyberpunk themed video games and other media content.</li><li>• Made a proposal for a new playable character along with detailed appearance references and skill mechanics.</li><li>• Designed rules and mechanics for a PVE enemy unit AI.</li><li>• Composed background stories and settings.</li></ul>	Shanghai, China Summer 2019
	<b>New York University</b> Instructor at School of Professional Studies (Shanghai) <ul style="list-style-type: none"><li>• Co-taught Video Game Design: From Concept to Completion at High School Academy.</li></ul>	Shanghai, China Jul. 2019
	Lab Assistant at NYU Shanghai's Interactive Media Arts studio <ul style="list-style-type: none"><li>• Responsible for maintenance and management of valuable equipments in the equipment room.</li><li>• Supported events held at the IMA studio.</li></ul>	Sep. 2016 - May 2017
	Social Media Editor at Academic Technology Support <ul style="list-style-type: none"><li>• Designed posters for events and workshops held at the ATS.</li><li>• Created contents for ATS official WeChat account.</li><li>• Transcribed videos for an online lecture given by Prof. Clay Shirky.</li></ul>	Sep. 2015 - May 2016
	<b>NYU Shanghai, Office in New York City</b> Office Assistant <ul style="list-style-type: none"><li>• Assisted with archiving financial documents.</li><li>• Designed posters and slides presentations for student-related events.</li></ul>	New York, NY Feb. - May 2018
	<b>Mushroom Cloud Maker Space</b> Project Intern <ul style="list-style-type: none"><li>• Designed and accomplished a prototype of a player piano music installation.</li></ul>	Shanghai, China Jun. - Aug. 2017

**Ameson Education and Cultural Exchange Foundation**

Program Assistant Intern, Ameson Year in China 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 contents for AYC program official WeChat account.

**ACTIVITIES**

New Student Orientation Ambassador at NYU Shanghai

Apr. - Oct. 2018

- Conducted summer welcome calls to incoming new students.
- Led a first-year student group through the fall orientation.
- Facilitated weekly dialogue sessions during the six-week First Year Dialogue program.

Learning Assistant at NYU Shanghai's IMA program

Fall 2018

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

**LANGUAGES**

English, Mandarin Chinese

**SKILLS****Softwares & Design:**

Unity Game Engine, Logic Pro, Adobe CC tools, etc.

**Programming:**

C#, Python, Java, Processing, Arduino, HTML, CSS, Javascript, C programming.