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|  | | | | **Hugo Wu** | | |
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| (626)726.1249 | | |
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| **OBJECTIVE** | | | | | | |
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| * Pursue a position of creative game developer in the gaming industry | | | | | | |
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| **SKILLS** | | | | | | |
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| **Design** | **Engines** | | **Programming** | | | **Software** |
| * Event scripting * Gameplay design * Gameplay balance * Cinematic storytelling | * Unreal Development Kit * Unreal Tournament 3 * Source SDK * G.E.C.K. | | * C# * Unreal Script * Unreal Kismet * Lua | | | * Visual Studio 2010 * Microsoft Office * 3Ds MAX * Photoshop CS5 |
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| **PROFESSIONAL EXPERIENCE** | | | | | | |
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| [**International Games System**](http://www.igs.com.tw/w/WebSite/EN/), Arcade department  Taipei, Taiwn  Lead Game Designer | | | | **March 2006 ~ August 2010** | | |
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| * Managed a design team of 4 people and be responsible for assigning, scheduling and tracking tasks to game designers * Wrote concept and design documents and worked closely with programmers, artists and sound developers to achieve project’s goals * Collaborated with marketing team and made in-game promotion event to increase returning players in online music game, [***We Dancing Online A***](http://we5.igsgame.com/)***rcade*** * Balanced overall difficulty and adjusted learning curve to successfully appeal casual players in shooting music game, [***Music GunGun!***](http://www.igs.com.tw/product/musicgungun/) * Planned and organized a tournament of ***GoGoBall,*** and received over 90% of positive feedback on survey at GTI Asia Taipei Expo, 2007 | | | | | | |
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| [http://www.wedo.cc/images/news/022a8aef11594bd69b01dd1dfa4541df.jpg](http://we5.igsgame.com/)  [***We Dancing Online A***](http://we5.igsgame.com/)***rcade*** | | [***Music GunGun!***](http://www.igs.com.tw/product/musicgungun/) | | | [2007-03-02_104212](http://www.igs.com.tw/product/gogoball/en/)  [***GoGoBall***](http://www.igs.com.tw/product/gogoball/en/) | |
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| [**International Games System**](http://www.igs.com.tw/w/WebSite/EN/), Arcade department  Taipei, Taiwn  Part-time QA Tester | | | | **November 2003 ~ June 2004**  **January 2000 ~ November 2002** | | |
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| * Provided feedback and solutions in multiple music games included ***Rock Fever, Rock Fever EX, Rock Fever 3, Rock Fever 4*** and ***Percussion Master*** * Improved quality of content and tuned properties in 2D fighting game, ***Martial Masters*** | | | | | | |

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| **ACADEMIC PROJECTS** | | | | | |
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| [***Voodudes***](http://hugowu.weebly.com/team-project.html)  Level designer | | | **August 2012 ~ December 2012** | | |
| * A third-person single player action-adventure game built in Unreal Development Kit for PC * Presented at Intel’s 2013 GDC booth * Designed the layout and built game flow of Lafayette Cemetery level * Scripted two multi-stage boss encounters in UnrelScript and Unreal Kismet * Made 3 cut-scenes included 2 introductions of mini-boss and an opening of the final boss | | | | | |
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| [***Turret Laboratory***](http://hugowu.weebly.com/half-life-2-turret-laboratory.html)  Individual project | | | **September 2012 ~ October 2012** | | |
| * Free-style Tower-Defense mod built in *Half-Life 2: Episode 2* * Scripted three customized turrets and six waves of encounters in Hammer I/O | | | | | |
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| [***Misty Temple***](http://hugowu.weebly.com/ut3-misty-temple.html)  Individual project | | | **January 2012 ~ February 2012** | | |
| * Fast-paced and high mobility multiplayer mod with a theme of leashed dragon in Unreal Tournament 3 * Best level design submission in the Guildhall’s Wall of Fame in Spring 2012 * Balanced multiplayer combat and adapted to board range of play styles | | | | | |
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| ***Rattack!***  Team lead & level designer | | | **October 2011 ~ December 2011** | | |
| * Classic 2D side-scrolling platformer built in Torque X 2D for PC * Voted into Guildhall’s Fall 2011 exhibition by the cohort * Managed project and ran scrum through completed development cycle | | | | | |
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| [***Voodudes***](http://hugowu.weebly.com/team-project.html) | [***Misty Temple***](http://hugowu.weebly.com/ut3-misty-temple.html) | [***Turret Laboratory***](http://hugowu.weebly.com/half-life-2-turret-laboratory.html) | | | ***Rattack!*** |
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| **EDUCATION** | | | | | |
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| **The Guildhall at Southern Methodist University**  Plano, Texas | | | | **August 2011 ~ May 2013** | |
| * The Master of Game and Interactive Media Design, Specialization in Level Design * Thesis: *Implement Dynamic Difficulty Adjustment in First Person Shooter Video Games* | | | | | |
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| **Fu Jen Catholic University**  Taipei, Taiwan | | | | **September 1999 ~ June 2004** | |
| * Bachelor of Science in Computer Science and Information Engineering | | | | | |