



Hugo Wu

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OBJECTIVE

- ✦ Pursue a position of creative game developer in the gaming industry

SKILLS

Design

- ✦ Event scripting
- ✦ Gameplay design
- ✦ Gameplay balance
- ✦ Cinematic storytelling

Engines

- ✦ Unreal Development Kit
- ✦ Unreal Tournament 3
- ✦ Source SDK
- ✦ G.E.C.K.

Programming

- ✦ C#
- ✦ Unreal Script
- ✦ Unreal Kismet
- ✦ Lua

Software

- ✦ Visual Studio 2010
- ✦ Microsoft Office
- ✦ 3Ds MAX
- ✦ Photoshop CS5

PROFESSIONAL EXPERIENCE

International Games System, Arcade department

March 2006 ~ August 2010

Taipei, Taiwan

Lead Game Designer

- ✦ 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 Arcade**
- ✦ Balanced overall difficulty and adjusted learning curve to successfully appeal casual players in shooting music game, **Music GunGun!**
- ✦ Planned and organized a tournament of **GoGoBall**, and received over 90% of positive feedback on survey at GTI Asia Taipei Expo, 2007



We Dancing Online Arcade



Music GunGun!



GoGoBall

International Games System, Arcade department

Taipei, Taiwan

Part-time QA Tester

- ✦ 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**

November 2003 ~ June 2004

January 2000 ~ November 2002



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ACADEMIC PROJECTS

Voodudes

August 2012 ~ December 2012

Level designer

- 👉 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

Turret Laboratory

September 2012 ~ October 2012

Individual project

- 👉 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

Misty Temple

January 2012 ~ February 2012

Individual project

- 👉 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

Rattack!

October 2011 ~ December 2011

Team lead & level designer

- 👉 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



Voodudes



Misty Temple



Turret Laboratory



Rattack!

EDUCATION

The Guildhall at Southern Methodist University

August 2011 ~ May 2013

Plano, Texas

- 👉 The Master of Game and Interactive Media Design, Specialization in Level Design
- 👉 Thesis: *Implement Dynamic Difficulty Adjustment in First Person Shooter Video Games*

Fu Jen Catholic University

September 1999 ~ June 2004

Taipei, Taiwan

- 👉 Bachelor of Science in Computer Science and Information Engineering