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Los Angeles, CA, USA

SKILLS

UE4/5 C++ & Blueprint
Unity C#
HTML/CSS
JavaScript/TypeScript
React/TailwindCSS
Roblox LUA/UEFN Verse
GameMaker/Godot
JIRA/Codecks/Trello
Perforce/UGS/GitHub
Adobe Creative Suite
Figma/Canva

EDUCATION

MS, Games & Playable Media
UC Santa Cruz
BS, Games Technology
Limkokwing University of
Creative Technology

LANGUAGES

English (Fluent)
Chinese (Native)

AWARDS

SEA Game Awards
DNA Paris Design Awards
NYX Game Awards
MUSE Design Awards
Indigo Design Awards
London Design Awards
French Design Awards
Vega Digital Awards
Hermes Creative Awards
dotComm Awards

JUDGING

IndieCade
Games For Change
BAFTA Game Awards
Indie Groundbreaker Awards

MENTORING

IGDA
AIGA Philly
Out In Tech
Women Game Jam

Yitong Hu

Technical Game Designer

Versatile game designer with a hybrid background in gameplay design, scripting, UI, cinematics, mission, and narrative. Highly adaptable to new genres, tools, and team environments, with a strong focus on cross-discipline collaboration between all development departments and third-party teams.

RELATIVE EXPERIENCE

Assistant Systems Architect (Mobile/PC | HTML/CSS/JS | Unity C# | VS Code | GitHub | Trello | Azure | Photopea) **Our English - Remote** 2025.11 - Present

- Led the development of **5 educational games** for an **AI-powered English learning platform**, taking them **from prototype to pre-launch in 10 months** while defining gameplay systems, progression, balancing, technical architecture, and studio-wide development standards across **Unity WebGL and HTML5**.
- Built **cloud-based authoring tools** and **scalable content pipelines** supporting educational content creation, player data, AI platform integration, SCORM/LMS delivery, and live Web App deployment using Microsoft Azure, Node.js, APIs, databases, and GitHub.
- Partnered with curriculum specialists, designers, engineers, and QA to continuously refine learning experiences through playtesting, content iteration, and live operations while establishing standardized production workflows across four games.

Technical Designer (PC/PS5/XBox | UE4 C++ & Blueprint | Perforce | UGS | JIRA | Codecks | Photoshop | Illustrator) **EYES OUT - Remote** 2022.1 - 2025.3

- Developed **SLEEP AWAKE**, a cosmic horror title published by **Blumhouse Games**, from pre-production through release after joining EYES OUT during the studio's development partnership with **Epic Games**; the game was presented at **The Game Awards, Summer Game Fest, Future Games Show, The Horror Game Awards, and Tribeca Festival**.
- Led the design and implementation of UI and gameplay systems include **screens, menus, HUD, player progression, missions, inventory management, and lore-discovery systems**
- Prototyped and integrated **cinematic sequences, interactive objects, narrative puzzles, and AI characters**
- Authored and maintained **critical design and scripting documentation**
- Established **studio-wide standards** and best practices for file organization, naming conventions, and **UE4 Blueprint** scripting workflows

EdTech Game Designer & Educator (Roblox LUA | Canva | Photopea | Figma) **Lavner Education - Philadelphia, PA** 2021.4 - 2021.9

- Designed and implemented levels, puzzles, player customization & attributes in a STEM educational game with **Roblox LUA**
- Led rapid prototyping, documentation, project management, and playtesting
- Established the company's **first in-house game development studio**
- Authored game development and programming curriculum materials with graphic design tools and taught them to summer camp students

Software Engineer Intern (Roblox LUA | CORE Engine | Photopea | Figma) **Survios - Remote** 2020.8 - 2020.11

- Individually prototyped 4 competitive games(including melee team-based PvP, deathmatch, and PvE + PvP battle royale) with **LUA** scripting in **Roblox Studio** and **CORE Engine** in 3 months, directly reported to CTO and Lead Designer
- Identified prototyping capabilities of game engines for **AAA VR studios**