

Hao Wu

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DIGITAL PORTFOLIO

<https://www.haowuportfolio.com>

WORK EXPERIENCE

IMAGINE Lab, August 2018 - Now

Unity Developer

- Worked as the main developer
- Developed projects with VIVE Pro and 360 cameras
- Quickly designed and tweaked the interaction of the prototypes

Moxie, Summer 2018

Future Experiences Intern

- Participated in the development of a VR game for Twitch with team members
- Developed MR prototypes for Delta and Starbucks
- Participated in projects with neuro-headset

EDUCATION

Georgia Institute of Technology, Atlanta GA

MSc in Digital Media, September 2017 – Present, Expected May 2019

The Hong Kong Polytechnic

University, Hong Kong

MSc in Multimedia & Entertainment Technology, September 2015 – August 2016

The Hong Kong Polytechnic

University, Hong Kong

BSc in Internet & Multimedia Technology, September 2011 – May 2015

COURSE WORK

- Industry Center Practical Project
- The Computer as an Expressive Medium
- Game AI
- Discovery & Invention in DM
- Game Design
- Principles of Interaction Design

SKILLS

Highlights: SteamVR (1.5 years), Unity (6 years), Coding (7 years)

Prototyping Software: Unity, Adobe Photoshop, Illustrator, XD, Axure, 3DsMax, InVision, Sketch

Art: Visual Design, Digital Painting, Interaction Design, Sound Design

Coding: C, C++, C#, Java, JavaScript, Objective C, HTML & CSS, PHP, PYTHON, SQL

SELECTED WORK

Maliang & the Magic Brush | A drawing VR game 01/2018 – 4/2018

Designer & Lead Programmer | C# & Unity VR & HTC VIVE

- Participated in game design process with a team of 3
- Worked as lead programmer, responsible for all codes
- Explored how to use drawing as a convention of interaction in VR
- Explored how to use VR as a story-telling media

Trespass | A stealth VR game

09/2017 – 12/2017

Designer & Lead Programmer | C# & Unity VR & HTC VIVE

- Participated in game design process with a team of 4
- Worked as lead programmer, responsible for all codes
- Explored impossible space technology in VR
- Explored how to use VR as a story-telling media

Achievement: Selected as a feature piece on October 18, GVU Demo day at Gatech

The Little Door God | A 2D puzzle game

02/2016 – 08/2016

Lead Game Designer & Lead Programmer & Animator | C# & Unity

- Responsible for core game mechanics, game loop and level design and for all code structure and implement with a team of 5
- Participated in the development of the animations of the little door god
- Communicate the game concept to the audience
- Host a campaign of Little Door God in Longhuanhong Shopping Mall in Shenzhen

Achievement: Selected as a feature piece in the 2016 PolyU Annual Design Show and the 1234 Summer Holiday Creative Market

Home | A casual game developed on the 2016 GGJ in HK

01/2018

Lead Artist | Photoshop

- Participated in game design process with a team of 5
- Responsible for the concept art and graphic illustration
- Participated in the code implement of animations