EVETS HU

GAME DESIGNER

SUMMARY

I'm a game designer and indie developer. I am skilled in C# scripting and love tinkering with intricate mechanics. I like making games fun and addicting. If I'm not prototyping in Unity, you'll find me writing stories and game ideas. I work best in teams having shipped 4 indie titles both with my friends and in professional settings.

SKILLS

- Scripting
  - C#
  - C++
  - Python
  - Javascript
- Unity
- UE4/5
- Gameplay Systems
- Narrative Design
- Game Engine Tooling
- UI/UX Design
- Audio Design

CONTACTS

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EDUCATION

NEW YORK UNIVERSITY
Aug 2019 - May 2023
BFA, Game Design
- Minors: FILM PRODUCTION
  WEB DEVELOPMENT

LANGUAGES

English (Bilingual)
Mandarin Chinese (Bilingual)

EXPERIENCES

Freelance — *Jun 2025 - Present*
TOOLS DEVELOPER | PRINCIPAL GAME DESIGNER
- Unity Asset Store: shipped a dynamic skybox tool scripted in C# editor code and HLSL, currently holds a 4.7-star ratings with 70+ favorite and hundreds of copies sold each quarter.
- EvionRP: led the open world creation and level design in upcoming role-playing game Project Z.

AlterStaff Inc. — *Apr 2025 - Aug 2026*
TECHNICAL GAME DESIGNER (AI2U) (*Apr 2025 - Aug 2026*)
Shipped 3 levels of **AI2U**; Shipped **Streamphobia**.
- Developed minigame prototypes and gameplay features using custom Gemini APIs to explore combination between LLM responses and traditional game mechanics.
- Shipped 3 high quality levels by following through on each step, including pitching, designing, prototyping, and implementing. Achieved the game's first "Overwhelmingly Positive" update.
- Set consistent design goals for collaboration across design, development, and art teams; led design discussions, pitches, and planned roadmaps in DevOps.
- Scripted custom Python tools to write, share, and export professional narrative scripts into .csv format for implementation.

Streamphobia
LEAD GAME DESIGNER (*Oct 2025 - Dec 2025*)
Team of 7 / Unity 3D / Experimental Horror Adventure Game
- **Led** a team of 6 developers across departments to redesign and develop a previously almost-canceled prototype.
- **Shipped** unique mechanics combining gameplay queues with LLM-driven "chat" system in enhancing the horror and puzzle experience throughout the game.
- **Shipped** the game on itch.io which instantly became the company's second most popular project on the platform apart from the main-line game AI2U; featured in multiple player-created content with 50k+ views in total.

Outfox Games — *Jun 2021 - Dec 2024*
CO-FOUNDER / GAME DESIGNER / PRODUCER
Shipped **Ritual Night** - a multiplayer online social-deduction game.
- Curated a community of 300+ players on Discord, with 85% positive reviews on Steam and won Games Week Berlin 2022 Dev Booster (1st place).

Ritual Night
Team of 6 / Unity 2D / MMO Social Deduction Game
- **Led** a team of 4 designers in maintaining a concrete design process to increase collaboration efficiency, wrote documentations for code base and design > discussion > prototype guidelines.
- **Designed and developed** a multi-part tutorial, including scripted story elements via UniTasks; created a tool to adjust timing and swappable Unity Events; scripted a unique event system that spawns in dynamic tips.
- **Collaborated** with artists and scripted editor tools that streamline art asset implementation, including custom UI animation controllers and color mapping shaders.
- **Designed** story elements hidden across the level art. Wrote a 33 page prose to serve as a collectible.

OTHER PROJECTS

Brainrot Game — *Jan 2026 - Present*
Unity 3D / Experimental Action Game
- **Scripted** a multi-camera system that renders multiple game scenes additively in sequence on a material, creating an illusion that player is scrolling through different games as if they are on a mobile app.
- **Developed** editor tools that allows myself to visualize and edit NPC behavior and dialogue trees; and tools that allows each building block of the level to be hot-swappable, and saved to JSON files dynamically, increasing efficiency in narrative and level design process.
- **Designed** a foundational finite state machine structure that can be instantiated by different game objects, allowing myself to quickly create and playtest different game states and bosses.

HyperStars — *Sep 2022 - Aug 2023*
TECHNICAL DESIGNER / TECHNICAL ARTIST
Team of 8 / Unity 3D / Fighting Game
- **Designed and scripted** a modular drag-and-drop tool in collaboration with combat designers to implement and tune visual and sound effects in each attack state.
- **Designed** polished VFX with 2D and 3D artists, and other visual elements via custom URP render features, resulting in juicier and more impactful game feel.
- **Wrote** the concept and foundation of the game's world document. Created unique character lore and dialogues that best reflect each characters' traits, personalities, and actions expressed through combat style.