

Edward Hsu

Game Designer/Programmer

Contact

Santa Clara, CA
(626)233-9664
etbedward@gmail.com
Linkedin: [Edward Hsu](#)
Portfolio: [etbedward.com](#)

PROJECTS

Knot Me (UCSC Capstone project, Unity, C#) – Winter 2021: A 3D action-adventure game that explores sexual kinks, sexual culture, sexual consent, and other taboo topics.

- Collaborated with a team of five.
- Sole programmer of the team.
- Designed and implemented all game cinematic.
- Designed particle effects.
- Designed and implemented AI.

Running Hamzards (Unity, C#) – Spring 2020: A 2D four person cooperative platformer that focuses on team collaboration.

- Collaborated with four other members.
- Lead programmer.
- Lead designer.
- Designed visual effects.
- Networking in Unity with Photon.

A Test of Metal (Panda3D, Python) — Summer 2016: A solo single player platformer.

- Designed and programmed all stages from scratch.
- Scripted AI pathing.
- Solo project completed in three weeks.

EXPERIENCE

Student Associate – Activision Central Design, Santa Monica, CA
(June 2020 – Now)

- Collaborated with professionals with prototypes in Unity and Unreal Engine 4.
- Research on past and modern games.
- Designed game systems and mechanics for online multiplayer prototypes.
- Design and implement AI.

Technical Support – QNAP Systems, Pomona, CA
(Nov 2017 – May 2019)

- Resolve technical issues with customers over phone.
- Data recovery of NAS units.

EDUCATION

University of California, Santa Cruz, Santa Cruz, CA

MS in Games & Playable Media, Sep 2019– March 2021

California State University, Los Angeles, LA, CA

Bachelor in Computer Science, Sep 2010 – May 2017

SKILLS

- ❖ C++ (Intermediate)
- ❖ Java (Advanced)
- ❖ Python (Intermediate)
- ❖ C# (Advanced)
- ❖ Unity (Advanced)
- ❖ Unreal Engine 4 (Proficient)
- ❖ Machine Learning(Prof.)
- ❖ Level Design (Proficient)
- ❖ Game Design (Advanced)
- ❖ Particle Effects (Basic)
- ❖ AI (Basic)
- ❖ Perforce (Intermediate)

LANGUAGES

- ❖ English (Native)
 - ❖ Mandarin (Fluent)
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INTERESTS/MISC

- ❖ Tennis
- ❖ DND
- ❖ Country Music Enthusiast
- ❖ Line Dancing

References available upon request.