Minxu (Jack) Huang

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Summary of Qualifications

- 3 years of professional experience in technical game design in the video game industry with a deep understanding of game development pipelines and crafting immersive gameplay systems.
- Versatile in **Typescript**, **C#**, and **C++** programming languages and expertise with engines such as **Unity** and **Unreal**.
- Familiar with tools such as **JIRA**, **Git**, **GitHub Desktop**, and **Visual Studio**.
- Excellent **time management** and **organizational skills** demonstrated by managing multiple tasks simultaneously and meeting deadlines, allowing projects to advance further than the expected timeline at Archiact.
- Outstanding **communication skills** formed through delivering ideation presentations and leading meetings, communicating creative ideas with visuals and gameplay demonstration at Archiact.
- Strong **problem-solving** and **critical thinking skills** exhibited at Archiact by swiftly resolving release blocker issues for milestone submissions; conducting thorough analyses to implement preventative measures, ensuring similar issues would not recur in the future.

Experience

Archiact   Vancouver, BC
Technical Designer   Oct 2021 – June 2024
Meta Horizon (Game Creation Platform)

- Crafted and executed game functionalities and systems, successfully delivering 3 virtual reality(VR) multiplayer games of different genres to high-profile clients for publishing which increased interactivity within the platform.
- Designed and implemented features and game systems for a VR social space, resulting in positive feedback and engagement from external users following soft launch exceeding expectations.
- Prototyped mechanics and systems to discover technical limitations to streamline the design and implementation process by proposing changes in a timely manner.
- Devised and formulated user experience questionnaires gathering data including feedback to identify areas of improvement to enhance gameplay and understand player behaviour.
- Conceptualized and integrated a new level layout to satisfy client requests which improved the onboarding experience and tutorialization for players.
- Contributed to performance optimization of projects, with technical budget constraints, improving frame rate to meet requirements for release and gave users a seamless experience.

George Brown College   Toronto, ON
Game Developer   Nov 2019 – Feb 2020

- Developed a trivia game with a team of programmers and artists that was featured on company websites and in stores to enhance user engagement on the company website and increase foot traffic to physical stores.
- Spearheaded visual design and game mechanics, regularly met with the client to ensure the project was on the right path and addressed all client questions and requests to meet their needs.

Education

George Brown College   Toronto, ON
Ontario College Graduate Certificate Digital Design - Game Design   Sep 2019 – Aug 2020
Ontario College Advanced Diploma - Game Programming   Sep 2016 – Apr 2019