

# Erhan Qu

(310)-980-8435 | equ@andrew.cmu.edu | www.erhanqu.com

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## Objective

I am seeking a Co-op opportunity for Spring 2019 semester as a game designer.

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## Education

### Carnegie Mellon University, Entertainment Technology Center, Pittsburgh PA

Master of Entertainment Technology

Expected Class of 2019

Relevant Coursework: *Building Virtual Worlds, Game Design, RPG Writing Workshop*

### University of California-Los Angeles, Los Angeles, CA

Bachelor of Science in Mathematics of Computation

Class of 2016

Minor in Film and Television Studies

Relevant Coursework: *Programming in C++, Linear Algebra, Algorithm, Screenwriting Fundamentals*

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## Skills

**Programming Languages:** C++, C-Sharp, Blueprint, Python

**Software:** Unity, Unreal Engine 4, Visual Studio, Anaconda, Qt, celtx

**Spoken Languages:** English (Fluent), Mandarin Chinese (Native)

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## Academic Projects

### Team Lucid | CMU | Writer

- Collaborating with people from different cultural and academic background to help ideation
- Writing the first Act of five acts in our original Call of Cthulhu RPG.

### Project Pupil | ETC | Programmer

(On going) Fall 2018

- Implementing educational AR application prototypes with intuitive hand control using Unity.
- Exploring collaborative functionality of see-through VR with depth camera plus Leap Motion control.
- Working with a team of six to fast prototype and iterate.

### “Aren’t You Alone in the Dark?” | CMU | Solo | Programmer, Game Designer

Apr 2018

- Created a twin-stick action game within two weeks with five iterations to improve gameplay.
- Designed and Implemented for Game Design course taken in Spring 2018, using Unreal Blueprint.

### Isle of Quark | ETC | Designer

Jan 2018-May 2018

- Created an hour-long environmental puzzle game in Unity aiming to inspire programming and logic.
- Written character dialogue and tutorial text to improve immersion and playability
- Developed by a team of six members with different skill backgrounds throughout the semester.
- Undergone multiple playtesting and iterations to polish the product.

### Building Virtual Worlds | ETC | 3D Artist, Designer, Programmer

Aug 2017-Dec 2017

- Designed and implemented five immersive experience using VR/AR as platform in one semester.
- Worked with students from different backgrounds for collaborative ideation
- Implemented a custom game timer for the event system based on Neville’s algorithm.

### E-K-A-N-S | UCLA | Solo | Programmer, Designer

Spring 2015

- Designed and developed a multi-mode, multiplayer-enabled game inspired by Snakes
  - Implemented a spatial calculation method to trim the snake AI behavior.
  - Developed with C++ and Qt.
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## Experience

### Global Game Jam | Pittsburgh, PA | Designer

Jan 26, 2018 - Jan 28, 2018

- Created an aesthetics-focused 3D game in Unity, collaborated with another programmer/artist.