

# Erhan Qu

Game Designer | Gameplay Programmer

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## Education

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### 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++, Algorithm, Screenwriting Fundamentals*

## Skills

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**Programming Languages:** C++, C-Sharp, Unreal Blueprint, Matlab, Java, Python, R, Lua

**Softwares:** Unity, Unreal Engine 4, Visual Studio, Microsoft Office, Adobe Photoshop, Adobe Illustrator, Autodesk Maya, Anaconda, Qt, celtx, CreationKit, Twine

## Academic Projects

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### Project Houdini (In Progress) | ETC | Designer, Programmer Spring 2019

- Making games and utility app prototypes with TAP™ Input Device.

### The Hollow | CMU | Designer, Writer Fall 2018

- Wrote the first Act of five acts in an original Call of Cthulhu RPG.

### Project Pupil | ETC | Designer, Programmer Fall 2018

- Designed and developed 4 interactive demos for future-facing AR classroom application.
- Nominated for Intel University Games Expo, hosted during GDC 2019.

### “Aren’t You Alone in the Dark?” | CMU | Solo | Programmer, Game Designer Apr 2018

- Developed a twin-stick action game within two weeks with five iterations to tweak gameplay.
- Utilized lighting and visibility to establish atmosphere with constant gameplay surprise.
- Designed and implemented for Game Design course using Unreal Engine 4.

### Isle of Quark | ETC | Designer, Writer Jan 2018-May 2018

- Developed an hour-long environmental puzzle game in Unity aimed to inspire coding.
- Written character dialogue and tutorial text to improve immersion and playability.
- Adapted narrative to fit with gameplay changes between iterations and reciprocally affected global structure of the game in collaboration with level designers.

### Building Virtual Worlds | ETC | 3D Artist, Designer, Programmer Aug 2017-Dec 2017

- Designed and developed five immersive experiences on various VR/AR platforms.
- Worked on fast prototyping and iteration in order to find the best design pattern within two-week period for each experience.

### 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.

## Experience

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### Global Game Jam | Pittsburgh, PA | Designer Jan 26, 2018 - Jan 28, 2018

- Developed an aesthetics-focused 3D game in Unity.

### Epic Megajam 2018 | Pittsburgh, PA | Designer, Programmer Nov 8, 2018 - Nov 15, 2018

- Designed and developed a VR fishing game *Ink Fish* in Unreal Engine.