

# Erhan Qu

Technical Game Designer

Contact Information:

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## Objective

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I am a Technical Game Designer focusing on scripting and system design, but also have interests in all game design aspects. I also have experience on project management in game production. I am looking forward to bringing my skills for all kinds of AAA game productions with highest quality standard.

## Experience

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### Game Scripter, Producer

Visual Concepts Entertainment | Novato, California, USA | Jul 2019 - Present

- I have worked on the following titles:

**NBA2K22 (PS5, Xbox Series S/X) | Dec 2020 - Present**

- Co-Produced a brand-new stadium crowd feature that targets to boost player immersion for the NBA star role-playing fantasy.
- Designed a data-driven implementation of the aforementioned new crowd feature for fast iteration and debugging. Wrote scripts for the system that triggers events based on player's performance, in-game situations, and team's performances throughout season.
- Designed and scripted choreographed cameras for various in-game activities within a new version of The City, including ziplining, kart racing, etc. Debugged in collaboration with engineers and polished for best effects.
- Designed and wrote scripts for unique presentation on several post-launch contents.
- Collaborated with the new studios across the country for backporting previously next-gen console features to last-gen consoles' versions.

**NBA2K21 (PS5, Xbox Series S/X) | Oct 2019 - Dec 2020**

- Co-Produced a brand-new over-the-shoulder camera system for the signature MyCAREER mode
- Choreographed and wrote scripts the new camera system being used in various in-game events like timeout, freethrow, post-game celebration, etc. Iterated and polished for best look.
- Designed and scripted cameras for several activities within The City, the game's open-world environment.
- Produced a new crowd feature where crowd member would turn into AI actor and walk in and out. Scripted their behavior and adjusted attendance level based on in-game events and situations.

**NBA2K20 (PS4, Xbox One, PC) | July 2019 - Sep 2019**

- Scripted overlay sound effects in collaboration with gameplay programmers, UI programmers and the audio team.

## Education

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**Carnegie Mellon University**

Master of Entertainment  
Technology

Aug 2017-May 2019

Relevant Coursework:

- Building Virtual Worlds
- Game Design
- RPG Writing Workshop

**University of California,  
Los Angeles**

Bachelor of Science,  
Mathematics of Computation  
Sep 2012 - Sep 2016

Relevant Coursework:

- Programming in C++
- Linear Algebra
- Mathematical Modelling
- Algorithm
- Minor in Film

## Skills

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Programming Languages:

- C++
- C#
- Unreal Blueprint
- Python

Game Engine:

- Unity
- Unreal

Project Management:

- JIRA
- Confluence
- ShotGrid
- Helix ALM

Other Softwares:

- Visual Studio
- Perforce
- Microsoft Office
- Adobe Illustrator
- Adobe Photoshop
- Autodesk Maya (Entry-level 3D Modelling Skill)

Languages:

- English (Fluent)
- Mandarin Chinese (Native)