



CONTACT

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📍 Dallas, TX

🌐 www.IsaacHu.com

SKILLS

- Unreal Engine 5
- Blueprint Scripting
- Hammer / Hammer++
- Radiant / BO3 Mod Tools
- Radiant / Quake III Tools
- Unity
- Creation Kit
- Adobe Illustrator
- Adobe Photoshop

LANGUAGES

- English (Fluent)
- Mandarin Chinese (Fluent)
- Japanese (Basic)

DESIGN SKILLS

- FPS Level Design
- Multiplayer Map Layout
- Player Flow
- Cover Placement
- Verticality
- Route Planning
- Greyboxing / Blockout
- Co-op PvE Level Design

PROFILE

Level Designer focused on FPS spaces, multiplayer flow, combat pacing, and rapid blockout iteration. Currently studying Level Design at SMU Guildhall, with professional FPS combat design experience on Tencent Aurora's Rules of Engagement: The Grey State. Experienced with Unreal Engine, Blueprint scripting, Hammer++, Source Engine, Quake III tools, and Radiant-style workflows.

WORK EXPERIENCE

China Soft International / Tencent Aurora Studio 2024 - 2025
Junior Combat Designer — Contract (Shanghai, China)

- Configured weapon data, gunsmith-related systems, weapon part databases, ammunition behavior, throwables, and reload animation testing.
- Imported and configured weapon-related assets such as magazines and attachments in Unreal Engine.
- Participated in version testing, combat feedback, bug documentation, and PvP / PvE shooter design discussions.

SMU Guildhall Capstone Game - Box Shot 2026 - 2027
Level Designer

- Designing level layouts, combat puzzle spaces, and enemy encounter setups for a team-developed combat puzzle game in Unreal Engine.
- Building playable blockouts using Unreal Engine and Blueprint scripting to support combat interactions, puzzle logic, and player progression.

SMU Guildhall Capstone Game - Hamster Ballin' 2026
Track Designer

- Designed sections of the race track layout for an Unreal Engine racing game, focusing on movement flow, obstacle placement, corner readability, and player navigation.
- Built and polished environment spaces using Unreal Engine and Blueprint scripting to support track clarity and moment-to-moment gameplay.

EDUCATION

Master of Interactive Technology 2025 - 2027(Expected)
Specialization in Level Design | SMU Guildhall
GPA: N/A

Bachelor's Degree in Digital Media Technology 2020 - 2024
Fuzhou, Fujian, China | Fujian Normal University
GPA: Good

