

# Hughe Vang

San Francisco, CA

Independent Contractor  
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July 2022 - Present

## **Producer & Gameplay Programmer - [The Golden Girls Take Manhattan DX](#)**

- ❑ Currently handling scheduling, sprint planning, Clickup task management, documentation and cross-team communications of an upcoming notable freeware parody RPG based on *The Golden Girls* TV series for Winter 2023.
- ❑ Working in-engine as a gameplay programmer, responsible for coding battle events & animation scripting, UX improvements, Unity inspector tools and general game polish.

January 2022 - Present

## **Freelance Game Design Consultant & Writer**

- ❑ Working independently as a consultant for game development & online content writing, organizing schedules & maintaining client relationships.
- ❑ Provide constructive feedback on clients' writing & technical projects.

December 2020 - December 2021

## **Writing Manager & Producer - TCL Research America**

- ❑ Helped train and evaluate 50+ writers for film-making at TCL Research America's experimental multimedia video production department, IDEO as a supervisor.
- ❑ Coordinated and documented assets with the writing team to plan & develop new film projects around IDEO's technical constraints & resources.

December 2017 - June 2019

## **Student Game Developer & Producer - [TYPOCRYPHA](#) & [SAVOR SABER](#)**

- ❑ Organized two year-long student capstone projects during university with group sizes ranging from 10-19. Scheduled & led meetings, set development timelines, and handled group interpersonal conflicts.
- ❑ Received the 3rd Place Design Innovation Award at the [2018 UCSC Games Showcase](#) & Received the Worldbuilding Award at the [2019 UCSC Games Showcase](#),

## **Skills**

- + Professional Written & Oral Communications between peers & clients
- + Large Group Management & Organization
- + General Computer & Technology Proficiency

## **Education**

September 2015 - June 2019

**University of California Santa Cruz** - B.S. Computer Science: Game Design

[GPA: 3.74]