

Hughe Vang

Game Design, Writing, & Audio

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TYPOCRYPHA (2017-18) Cyberpunk Typing RPG & Visual Novel
Project Lead / Lead Writer / Programmer / UI Artist / Lead Composer
★ UCSC 2018 Sammy Showcase - 3rd Place in Design Innovation

- ▲ Designed core gameplay and successfully pitched the game for approval.
- ▲ Developed the narrative direction of the game and wrote narrative scripts.
- ▲ Handled backend programming of the game's combat system and UI.
- ▲ Created the game's UI direction, dialogue UI, and combat UI.
- ▲ Composed 30+ minutes of scene and battle music for the game.



SAVOR SABER (2018-19) Cute Action-Adventure Feeding Game
Project Lead / Producer / Audio Designer

- ▲ Designed core gameplay and successfully pitched the game for approval.
- ▲ Performed SCRUM check-ins with the team and tracked user stories.
- ▲ Managed paperwork and documentation for the game's development.
- ▲ Recorded and arranged all SFX, and composed all music for the game.



ORIGIN TRAIL (2018-19) Atmospheric Fantasy Narrative Game
Script Writer / Assistant Composer

- ▲ Wrote dialogue and scenes for the game's party member events.
- ▲ Composed background music for a major in-game location.

SKILLS

CODING & WEB DEVELOPMENT

Python / Javascript / Java / C / C# / C++ / HTML / CSS

GAME SOFTWARE

Unity / Game Maker / Phaser / Twine / Inform 7

MEDIA SOFTWARE

Android Studio / Audacity / FL Studio / Sony Vegas Pro

MISC.

Github / VivifyScrum / Google Docs / GIMP / Playwriting

EDUCATION

B.S. in Computer Science: Game Design

★ **Graduated with Honors**

★ **Dean's Honor Roll**

University of California Santa Cruz (2015-19)

GPA: 3.74

RELEVANT COURSEWORK

CM148: Interactive Storytelling

CS121: Mobile Applications

CM146: Game AI

CM177: Creative Strategies for Designing Interactive Media

THEA159: Advanced Playwriting

PROFESSIONAL EXPERIENCE

Contributing Writer

PLAY! Magazine
(Feb 2019 - Present)

DESCRIPTION

Contributing Writer for PLAY! Magazine, a UCSC student-run games publication. Wrote articles on game content exhaustion, and Hmong identity in video games.

Museum Ambassador at de Young Museum

Fine Arts Museums of San Francisco (Jan-Jun 2015)

DESCRIPTION

Participated in the High School Museum Ambassador program. Trained to engage and educate children about art exhibitions. Gave presentations on African art pieces and history, setting up and facilitating classroom activities under strict time constraints.