SHUAIYING HOU

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Portfolio:
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Summary

Game Designer and Programmer. Worked on several mobile game projects as lead programmer. Have prototyped and developed multiple PC/Console/VR games. IGDA Scholar of GDC 2018.

Skills

In everyday use: Unity3D, C#, FMOD

Other: Unreal Engine, C++, Maya

Experience

X.D. Network Inc.
Lead Programmer & Game Designer 2012.3 - 2016.9
Worked as the team leader of Road to Immortal(神仙道). Participated in new game system design and development, game engine improvement, bug and statistics system, automated distribution system and game localisation.

Participated in early development of Unity3D title Triple Defence(塔塔塔防). Worked as the server programmer and implemented the first version of gameplay server.

In October 2014, led a 4-person-team on prototype development of an unannounced game title. Also had developed over 15 public mini-games and prototypes during the career.

In later career, in charge of making VR games on PS4 based on Unity3D & Unreal technology, Designed a game asset file system and relevant tools.

Education

M.A. Games Design & Development

National Film & Television School, UK 2017.1 - 2019.1

Honors & Awards

IGDA Scholar of GDC 2018

The scholarships are awarded to the most promising students studying subjects related to games development. IGDA Scholars receive passes to attend select week-long conferences, just like they always have, but the program has grown to pair these conferences with mentorship from members of industry, special opportunities such as studio tours or networking events, and private Q&As with senior leaders in the industry.

The Grads In Games Awards 2018 - Student Game Award Nomination

The game "The Grandfather Machine" got the Student Game Award nomination of The Grads In Games Awards 2018.

The Student Game Award represents the best of student games projects, whether independently developed or as part of university study. These games highlight students & recent graduates taking huge steps toward a professional career in games.

Ukie Student Game Jam 2017 - Best Game

Worked in the game "My Body, My Choice" and won the Best Game prize of Ukie Student Game Jam 2017. 21 teams from Ukie's student membership competed against each other to create a winning game in 48 hours, using the theme "Empowerment".

The game "My body My Choice" is a quirky tale of a skeleton who has no body to attend a party. The player must create their own body from bones found about the environment which leads to some hilarious outcomes.