

ERIN HAO

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PROFESSIONAL SUMMARY

Erin is a game designer passionate about creating unique interactive experiences through designing level and combat. She holds a degree in Bachelors of Fine Arts at Rhode Island School of Design where she focused on Concept Art. Her strong understanding of visual arts helps her achieve design goals in shaping player experiences. She is currently studying game design at Carnegie Mellon University's Entertainment Technology Center.

EDUCATION

Carnegie Mellon University Pittsburgh, PA
Master of Entertainment Technology *Expected May 2027*

Rhode Island School of Design Providence, RI
Bachelor of Fine Arts, Illustration, Concentration in Theory & History of Art and Design May 2024

RELEVANT EXPERIENCE

[Addie Shen](#) Pittsburgh, PA
Design Intern Jun 2026 - Aug 2026

- Designed level First Person Shooter local co-op Roller Coaster mode.
- Curated unique audience emotion experience flow for linear roller coaster ride and surprise encounters.
- Designed trademark interaction to establish clear characteristics for each showset location.
- Used target enemy and environments along the rail to guide the player's line of sight and focal point.

[Medieval Land](#) Pittsburgh, PA
Level Design Intern May 2026 - Aug 2026

- Designed an ice mine level and map for top-down RPG to shape player exploration and experience.
- Curated engaging player interest curve, designed level flow and pacing through tension and relief.
- Designed featured moments of enemy encounter and narrative puzzles for different player routes.
- Implemented level in custom editor with assets, and designed gameplay states for both day and night.

[Little Moon](#) Personal Project
Level Designer & Solo Developer Jan 2024 - Dec 2024

- Designed gameplay mechanism and coded player interaction with **Unreal Engine 5 blueprints**.
- Designed narrative puzzles with gradual increase in difficulty to establish players' learning curve.
- Built level grey boxes for a narrative experience through gameplay interactions and environmental storytelling.
- Designed levels to introduce major mechanics and to establish player interest curve.
- Hosted play tests to collect user data to reflect and iterate according to player feedback.

[Combat Demo](#) Pittsburgh, PA
Combat Designer Mar 2025 - Mar 2025

- Designed and developed player combat system, 3Cs and interaction with enemy for Action Genre in Unreal Engine 5 Blueprint.
- Designed a structural system for animation triggers in order to effectively implement Camera/VFX/SFX/Attack cancellation
- Adjusted timing of player input to real-time feedback and created camera effects for each player attack to achieve engaging Game Feel and smooth combat experience.
- Designed enemy AI behavior tree and implemented with blueprint.

[Perfect World Games](#) Beijing, China
Game Design Intern Jun 2024 - Aug 2024

- Pitched mini game designs and player rewards for New Year event
- Designed mini game mechanics to promote new features and contents.
- Collaborated with Artists to propose character cosmetics and related props and weapons to build a cohesive seasonal theme.

Druid Haven

Pittsburgh, PA

Gameplay & System Design Intern

Jul 2026 - Aug 2026

- Designed gameplay system for a tower defense game to represent the importance of biodiversity in the ecosystem.
- Designed individual Unit upgrades and stats on spreadsheet for implementation.
- Designed enemy encounter waves and gradual increase in difficulty.

Starfisher

Pittsburgh, PA

Gameplay & Level Designer

Nov 2025 - Nov 2025

- Hosted a game booth and showcased the game at GDC 2026.
- Small scale 4 player Unity 3D game project made with a team of 6 within a week.
- Designed core game mechanism, scoring system, and interaction between players.
- Designed level greyboxes of how the arena map may change during a game, implemented environmental assets and adjusted lighting to achieve the best mood for each state.

SKILLS & SOFTWARES

Unity | Unreal Engine 5 | UEFN | Godot | Perforce | Figma | Z Brush | Substance Painter | Blender | Photoshop

HONORS & AWARDS

- *Walt Disney Imagineering Design Contest, Finalist, 2025*
- *Hans Christian Andersen Art Award, Gold, 2024*
- *Rhode Island School of Design Honorary Student Award, 2020 - 2024*
- *AADC North American Applied Art and Design Competition, Silver, 2023*
- *HKCDA Hong Kong Contemporary Design and Art, Silver, 2023*