

ERIN HAO

Pittsburgh, PA | erinhao.009@gmail.com | (401) 556-5114 | [LinkedIn](#) | [Portfolio](#)

PROFESSIONAL SUMMARY

Erin is a game designer passionate about creating unique interactive experiences through designing level and combat design. 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	<i>Expected May 2027</i>
Rhode Island School of Design	Providence, RI
Bachelor of Fine Arts, Illustration, Concentration in Theory & History of Art and Design	May 2024

RELEVANT EXPERIENCE

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 feature and contents
- Collaborated with Artists to propose character cosmetics and related props and weapon to build cohesive seasonal theme

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.

Little Moon	Providence, RI
Solo Designer & Developer	Jan 2024 - Dec 2024

- Designed gameplay mechanism and player interaction with Unreal Engine 5 blueprints.
- Designed puzzles with gradual increase in difficulty to establish players' learning curve.
- Built level grey box to introduce major mechanics, play tested and iterated according to player feedback.

SunkenOrbit	Pittsburgh, PA
Combat Designer & Producer	Aug 2025 - Aug 2025

- Spearheaded a team of 20+ developers from 5 regions in production
- Designed 3 stages of boss fight, shaped player experience and game difficulty through boss abilities, arena changes, enemy and resources spawn rates
- Organized assets lists, constantly updated and communicated the team to distribute tasks, and kept the team on schedule with the Kanban board.

Slinky Dog	Pittsburgh, PA
Brown RISD Game Design Creative Team, Level Designer	Nov 2025 - Nov 2025

- Pitched and developed a 2-player cooperative game in Unreal Engine 5, designed gameplay mechanism.
- Designed levels as interactive user experience and built grey boxes.
- Hosted play tests to collect user data to reflect and iterate.

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.

Capybara vs Granny

Pittsburgh, PA

Combat Designer & Animator

Nov 2025 - Dec 2025

- Designed combat for asymmetrical 4 player party games, including 6 skill shots for characters, and related player interaction.
- Worked with character state machines and Unity rag doll, achieved smooth animation transition for action gameplay.
- Collaborated closely with programmers to implement design, play test, and iterate.

SKILLS & SOFTWARES

Unity | Unreal Engine 5 | Perforce | Figma | Maya 3D | 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*