

HANNAH HUGHES

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I am currently a student at Columbia College Chicago studying game design. I am passionate about using level pacing, difficulty curves, and game mechanics to create fun experiences and environments to engage and challenge the player. I enjoy creative problem solving and working with other people to create a finished product I can be proud of. I strive to explore game and level design in many different genres to expand my knowledge and to push my work in new directions.

WORK EXPERIENCE

2017-2021

MANAGER, WHITE DUCK MARKET

WHITEHALL, MI

Maintains staff by recruiting, selecting, orienting, and training employees. Maintains quality service by enforcing quality and customer service standards, analyzing and resolving quality and customer service problems, and recommending system improvements.

EDUCATION

MAY 2023

GAME DESIGN BA, COLUMBIA COLLEGE CHICAGO

Honor roll every semester and member of the Renegades Valorant Varsity Competitive team (2021-2022)

PROJECTS

SPRING 2022

GALAXY ROLL, COLUMBIA COLLEGE CHICAGO

For this project I was lead programmer and producer. I assigned tasks and coordinated members between disciplines.

SPRING 2023

GLOP SHOP VR, COLUMBIA COLLEGE CHICAGO

For this project I am the producer and product owner. I use agile product management to increase productivity and encourage project progress.

SKILLS

- Unreal Engine (4 + 5)
- Unity
- Unity Probuilder
- Level Design
- Scripting (C#)
- Blender
- Radiant (Black Ops 3)
- Leadership experience
- Project management
- Collaboration