

Sam Hu

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Education

Bachelor of Advanced Science, Computer Science.

The University Of Auckland.

Courses: Data Structures & Algorithms, Java OOP, Web Applications, C++ Program Design, Big Data Analytics.

Experience

Human Digital – Auckland/Sydney

Aug 2023 – Mar 2024

Junior Developer

- Led the development and maintenance of websites for over **10** clients using Webflow, Shopify, and WordPress, ensuring high-quality user experiences and client satisfaction.
- Innovated the Human Digital website, implementing modern design trends and features that enhanced the company's digital presence and increased client engagement by **180%**.
- Resolved technical issues and provided comprehensive bug fixes for client websites, resulting in improved website performance and reduced downtime with a **98%** rating.

Webzilla – Auckland

Sep 2021 – Dec 2022

Software Engineer Intern

- Collaborated with a team of developers to design and develop custom websites using HTML/CSS, PHP, and WordPress for over **200** clients, resulting in a **90%** satisfaction rate.
- Conducted regular updates and maintenance on client websites to ensure optimal performance, resulting in **99.9%** uptime and reducing customer complaints by **50%**.
- Led efforts to incorporate new technologies and implement innovative solutions into future projects as part of a cross-functional product development team, improving overall user experience by **25%**

Projects

The Frog Prince (Game Jam Winner: 4th Overall, 1st for Controls)

[View project](#)

- Developed a vampire survival game using the Godot engine in a one-week game jam.
- Led programming of all game mechanics, including an intricate upgrade system and wave-based enemies.
- Focused on responsive and fluid controls, contributing to the game's top ranking for controls.

C.E.O (Physical Card Game)

[View project](#)

- Sole developer responsible for designing and implementing the mechanics of a physical card game, collaborating with 3 artists to create a cohesive and visually appealing game experience.
- Created and balanced **10** unique cards, working weekly to refine the mechanics and flow, ensuring strategic depth and replayability.

Game Review Website

[View project](#)

- Developed a responsive, visually appealing interface using HTML, CSS, and Jinja.
- Integrated front-end components with Flask and Python to create a dynamic user experience.
- Optimized the website for efficiency across various devices.

Mementos Marine

[View project](#)

- Led a team of six to create a visually striking 2D side-scroller during a game jam at the University of Auckland. Organized team meetings, delegated tasks, and assisted teammates in debugging.
- Designed and implemented the unique art style and level layouts, creating a vibrant and immersive world.
- Utilized the Godot game engine to develop core mechanics, with a focus on platforming and puzzles, delivering polished and engaging gameplay.