

Sam Hu

[Email](#) | [LinkedIn](#) | [GitHub](#) | [Website](#) | [itch.io](#)

Education

Bachelor of Software Engineering, Game Programming — Expected Nov 2026 Media Design School

Final-year software engineering student with a strong foundation in data structures, algorithms, and C++, and production experience shipping web features for 10+ client sites. Specialised in game systems programming across Unreal, Unity, and Godot.

Languages: C++, C#, Python, HTML/CSS, PHP

Engines & Tools: Godot, Unity, Unreal, Git, WordPress, Webflow, Shopify

Relevant Coursework: Data Structures & Algorithms, Graphics, Networking, AI, Game Engines

Experience

Human Digital – Junior Developer, Auckland/Sydney Aug 2023 – Mar 2024

- Developed and maintained production web features for **10+** client sites using Webflow, Shopify, and WordPress.
- Resolved every customer-reported bug request with **zero recurring issues**, improving site stability and client trust.
- Redesigned the Human Digital company website with a modernized layout, strengthening its digital presence.

Webzilla – Software Engineer Intern, Auckland Sep 2021 – Dec 2022

- Built and maintained custom websites for **10+** clients with a development team using HTML/CSS, PHP, and WordPress.
- Improved page load times via image compression, browser caching, and CSS/JS minification.
- Strengthened on-page SEO with structured data and meta tags; fixed broken links and improved mobile responsiveness.

Projects

Recall (Custom C++ Engine & Level Editor) [View project](#)

- Built a custom 2D game engine in C++ with SFML, integrating Box2D for collision and physics, and shipped a complete puzzle platformer with it.
- Developed a level editor supporting block placement, player spawns, doors, and enemies, with level save/load and in-editor playtesting.

Carrot Capital (Game Jam Winner: 1st Place) [View project](#)

- Built enemy AI (bunnies that target and eat crops) and the core harvesting and event systems for a 2D incremental game in Godot; won **1st place** overall.
- Balanced upgrade paths for defense and crop growth around the incremental loop; currently expanding the game toward a **Steam release**.

The Frog Prince (Game Jam Winner: 1st for Controls) [View project](#)

- Designed core gameplay systems in Godot (enemy waves, upgrade logic, player controller); control polish in a compressed jam cycle earned **1st place** (Controls) and 4th overall.

Portfolio Website (Built from Scratch) [View project](#)

- Designed and built this responsive portfolio from scratch with HTML, CSS, and JavaScript. It's an interactive desktop style interface showcasing **10+** shipped games with playable links.