

Richard Huang

Game Developer
Animator

huangrichardr@gmail.com
www.richardhuang.online



Education

University of Florida (2021-2025)

Bachelor of Arts in Digital Arts and Sciences

Minor in Computer and Information Science and Engineering

Experience

Animation Lead (Fall 2024) *Small Pond Studios*

- Directed the animation pipeline of a 2D roguelike game in Unity.
- Collaborated with a 20-member team to produce a cohesive Game Design Document (GDD) detailing design pillars, gameplay loop, mechanics, and art specifications.
- Led a team of 4 animators by developing animation guides and prototype animations in Adobe Photoshop.

Software Engineer Intern (Summer 2022) *Agritisan*

- Initiated an educational agriculture app for several schools in Singapore.
- Designed a wireframe in Figma and developed front-end in Flutter.
- Coordinated with stakeholders and developers through Scrum meetings.

Art Chair (2023) Association of Computer Engineers (ACE)

- Organized events and workshops with other club members.
- Designed posters, banners, and flyers for promoting ACE activity.

Projects

Flailure (2023)

- Cooperated with a team to develop a Unity game with innovative mechanics and features.
- Incorporated ChatGPT and AI voiceover systems to procedurally generate new dialogue each playthrough, giving the player a completely unique experience every time.
- Developed an innovative movement mechanic for the player to explore handcrafted and engaging levels.
- Conducted rigorous user testing on the mechanics and user experience throughout the game.

Lobster Knight (2022)

- Developed a 2D platformer game in Unity, managing all aspects of game development, including art, animation, scripting, and UI design.
- Utilized the Unity Particle System to simulate fire, dust, water and other dynamic visual effects.
- Designed points of interest throughout the game to deliver moments of implicit storytelling.

Skills

Animation, Game Design, Programming, Digital Illustration

Unity, Unreal, C++, C#, Adobe Photoshop, Aesprite