

# ANDREW CHANG

GAME DESIGNER  
ILLUSTRATOR  
PROGRAMMER  
TECHNICAL ARTIST

A frequent participant in Game Jams, experienced in analyzing, designing, and creating games since 2014. Familiar with all parts of the game-making pipeline, including designing, engineering, asset creation, and production.

## PROFESSIONAL SKILLS

- Unity - C#, Shadergraph, VFX graph
- Unreal - Blueprints, Cascade Particles
- Photoshop
- Clip Studio
- Illustrator
- After Effects
- Spine - 2D Animation
- Maya - 3D Modeling/Animation
- Hand-Drawn Illustration
- Oil Painting
- Teamwork, Listening, Decision Making

## EDUCATION

### Carnegie Mellon University

*Bachelor of Fine Arts, 2019*  
*Minor in Game Design*

- Electronic and Time Based Media Concentration

### Hunter College High School

## CONTACT DETAILS

Number: 917-913-7904  
Email: [chimichangle@gmail.com](mailto:chimichangle@gmail.com)  
Portfolio: [www.chimichangle.com](http://www.chimichangle.com)  
LinkedIn: [in/chimichangle](https://www.linkedin.com/in/chimichangle)

## WORK EXPERIENCE

### STEM Summer Camp Lead Instructor

*iDTech Camps • June - August 2019*

- Taught seven weeks of of game design and programming courses at Pace - Manhattan. Worked with a small team of instructors to educate and entertain children ages 9-16. Classes included Unreal Engine, Micro:bit and Javascript, and Roblox and lua.

## RECENT PROJECTS

### Darkest Dungeon Mod

*2017-2019*

- Created a fully fleshed out character class for Darkest Dungeon, adhering to the game's distinct art style and game mechanics, while still carving out an original niche. Art, animation, design, and writing.

[chimichangle.com/projects/Z8G6Z](http://chimichangle.com/projects/Z8G6Z)

### Blueprint

*January 2019*

- A visual experiment in Unity accomplished using Shadergraph. Spawned from a game idea where the player can only see in a limited field around them that they could expand and contract to see the environment around them.

<https://chimichangle.itch.io/blueprint>

### Home Away From Home

*January 2019*

- A small horror game developed independently made for the Global Game Jam 2019. Meant to evoke the anxiety of running away from home.

<https://chimichangle.itch.io/blueprint>

### Solstice

*March - June 2019*

- Designed a turn-based strategy card game set in a Solarpunk theme. Submitted to the Board Game Design Lab 2019 challenge and played at Dice Con! Finalist and honorable mention.

<https://www.boardgamedesignlab.com/challenge2019/>

## PERSONAL INTERESTS

Narrative video games  
Long running RPG tabletops/board games  
Anime classics like *Akira* and *Cowboy Bebop*  
Science Fiction  
Bowling  
Physics  
Chinese and Japanese Culture