CYNTHIA CHANG

GAME PROGRAMMER

PROFILE

Emerging Game-Development
Candidate at Centennial College with
10+ years of
programming experience.

A dedicated Programmer developing fun and functional games.

CONTACT

647-893-1899

70 Elmartin Dr, Toronto

feyhyr.github.io

linkedin.com/in/thegamingcook/

SKILLS

Unity

C#

Python

Java

Teamwork

Problem Solving
Flexibility

WORK EXPERIENCE

LEAD PROGRAMMER @ CAPSTONE PROJECT

SEPTEMBER 2021 - PRESENT

A 2D turn-based strategy game.

- Efficiently programmed all the core mechanics in an organized manner.
- Made use of scriptable objects and singletons to optimize the processing speed of the game.
- Created functions that simplify implementing game assets into Unity for my group members.

LEAD PROGRAMMER @ SLIME MAZE PRO

March 2021 - April 2021

A puzzle game in the format of a maze with 3D graphics and a nature-focused colour palette, which sets an ambience of interactive rustic wilderness.

- Implemented C# in Unity Engine to create a game
- Optimized the system by re-using game objects, rather than destroying and re-creating them in another scene.
- Worked closely with design teams to tune and enhance game dynamics

LEAD PROGRAMMER @ BLOOMING BUDS

JANUARY 2021 - MARCH 2021

An LGBTQ+ inclusive visual novel centred around a developed and immersive storyline.

- Implemented Python in Ren'Py to create game
- Assisted in assessing the quality of the program to ensure nothing will impede gameplay.
- Programmed interactable mini-games within the visual novel.

LEAD PROGRAMMER @ SLIME DESIGNER PRO

December 2020

A dress-up game with pixelated slime icon as the focus.

- Programmed the whole game to be fully functioning in less than a month
- Collaborating among a group of four members to troubleshoot problems and creating solutions during the production process

EDUCATION

COMPUTER SCIENCE CANDIDATE @ ONTARIO TECH

September 2017 - April 2019

GAME-DEVELOPMENT CANDIDATE @ CENTENNIAL

September 2019 - Present

Working towards Ontario College Advanced Diploma specialized in Game-Development.