# CYNTHIA CHANG

#### PROGRAMMER

#### **PROFILE**

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

A dedicated Programmer developing fun and functional games

## **CONTACT DETAILS**

647-893-1899

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## **SKILLS**

Unity

C#

Pythor

Teamwork

**Problem Solving** 

Flexibility

#### **WORK EXPERIENCE**

#### Lead Programmer @ Capstone Project

September 2021 - April 2022

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 @ Centennial

September 2019 - April 2022

Achieved an Ontario College Advanced Diploma specialized in Game-Development.