Ethan Chang

Game Designer

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Summary

Aspiring Game Designer with 2+ years of experience working alongside and directly with other game designers. Experienced with leading small teams for collaborative projects and mentoring others, alongside writing documentation. I have a desire to learn and am seeking professional experience working with larger teams.

Education

Majoring in Computer Science / Game Design

➢ Irvine Valley College, 2025 - Present
➢ Red Rocks Community College, 2024 - 2025
➢ Citrus College, 2022 - 2023
➢ Pasadena City College, 2021 - 2022

Skills

➢ Knowledge of C, C++, Python, JS, HTML/CSS
➢ Experience in Godot, Unity, UE5
➢ Project management and task distribution experience
➢ Fluent in English, Proficient in Spanish

Work Experience

DECA Games   **December 2021 - Present**

User Generated Content & Testing - Realm of the Mad God

➢ Independently developed a full endgame-difficulty level that was integrated into the game as official content.
➢ Assisted in the balance of enemies and items alongside the official design team.
➢ Collaborated with groups of artists and employees to produce gameplay teasers and trailers for upcoming content.
➢ Worked directly alongside the design team to develop and release content.
➢ Collaborated with and led discussions with the design team to discuss and brainstorm upcoming releases and long-term plans.
➢ Currently educating new and aspiring members of the user-generated content program alongside official designers to develop their own content.

Wynncraft Team   **January 2025 - September 2025**

Ability Tree Designer - Wynncraft (Minecraft MMORPG Server)

➢ Led development of multiple different projects to rework outdated mechanics and update them to a modern level of quality.
➢ Organized meetings between team members to discuss future planning and brainstorm new abilities for players to use.
➢ Worked on the design and balance of abilities on the in-game ability tree.

Relevant Projects

ROTMG Season 17 | Spectral Penitentiary Release (October 2024)

➢ Experience with managing large projects and overseeing a variety of different tasks, including art, music, and [trailer production](#).
➢ Worked with the official team to [integrate](#) and [advertise](#) the project and following release for the game.