

VONG CHANG

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(209)513-0337

Computer Science Seeking Entry Level Job

Education:

Bachelor of Science, University of the Pacific	May 2025
Computer Science	GPA 3.75
Relevant courses:	
▸ Intro to Computer Science	▸ Application Development
▸ Virtual Reality and Immersive Design	▸ Human-Computer Interface
▸ Database Management System	▸ Digital Illustration for Design I

Skills:

▸ C#, C++	▸ 3D Modeling Blender	▸ Sprite Sheet
▸ Game Engine: Unity, Unreal Engine	▸ PowerPoint	▸ 2D Game Assets
▸ User Interface Design	▸ Level Design	

Qualifications:

- Strong understanding of game design principles and user engagement
- Skilled in creating prototypes and refining game mechanics
- Great problem-solving in both independent and team settings
- Passion about game design and creating immersive player experience

Projects:

Haunted X Space	November 2022
Collaborated with a team to design a haunted Virtual Reality environment in Unreal, focused on refining lighting mechanics to achieve an eerie immersive atmosphere	
Virtual Reality Art	December 2022
Worked with a fellow student to create an interactive Virtual Reality experience, based on a famous painting, iterating on user engagement for storytelling	
LightsOn!	May 2024
Led a team of 3 students to develop a Unity game, creating prototype, gathering feedback from test user and refining mechanics to improve user experience	
Yokai Dream Field	January 2025 – Present
Independently developed a 2D Unity game, focused on prototyping core mechanics, creating assets, implementing sound, level building, and debugging to deliver a polished game	

Volunteer:

San Joaquin County Registrar of Voters Office	June 2022
Served as an Election Officer	