

# Andrew Chong

Producer / Project Manager



[acjh13.github.io](https://github.com/acjh13)



[in/acjh13](https://in.acjh13)



[acjh13@gmail.com](mailto:acjh13@gmail.com)



+65 8328 3693

Highly adaptive and multi-disciplined Producer / Project Manager with a technical and design background. Experienced in leading interdisciplinary teams in fast-paced environments. Keen eye for quality and risk assessment. Passionate about elevating teams to excellence by ensuring smooth processes and pipelines.

## Industry Experience

### Junior Producer | Lionfish Studios Pte Ltd – *Multiple Projects*

Mar 2021 – Present

- Managing communications between development team and stakeholders
- Managing in-house and outsourced development teams across 5 projects
- Overseeing project milestones and releases
- Coordinating project development with multiple cross-functional teams
- Leading company-wide transition to a Sprint-based development cycle

### Production Intern | gumi Asia Pte Ltd - *Final Fantasy Brave Exvius*

Sept 2020 – Feb 2021

- Responsible for Design team's Sprint Planning and follow ups with Jira
- Maintained event lists for content updates with Google Sheets and Confluence
- Assisted Associate Producer in integrating new ticketing workflow
- Began department-wide initiative to streamline and automate workflows
  - Reduced Jira ticket creation / modification time by 50%

## On-Campus Experience

### Teaching Assistant | DigiPen Singapore – *Game Production Class*

Sept 2019 – Mar 2020

- Advised ~10 student teams on project management and game production

## Academic Projects

### Producer, Editor Programmer, Cinematics Designer

*Kindred* | Sept 2019 – June 2020, 35 Weeks | 11 Person Team

- 3D narrative game developed on a custom C++ engine and editor with C# scripting
- Led a team with members of various disciplines (Engineering, Design, Art)
- Communicated game's direction across team members and lecturers
- Adopted Agile methodology with weekly Scrum meetings and Kanban boards
- Created cross-department workflows for better communication
- Finalist in multiple categories, DigiPen Game Awards 2020*

### Producer, Engine & Editor Programmer

*Mega Macho Brothers* | Sept 2018 – Apr 2019, 30 Weeks | 7 Person Team

- 2D co-op action platformer developed on a custom C++ engine and editor
- Led a team with members of various disciplines (Engineering, Design, Art)
- Worked with lecturers and team members to resolve conflicts
- Awarded Unity Best Sophomore Game, DigiPen Game Awards 2019*

## Education

### Bachelor of Science in

### Computer Science and Game Design

DigiPen Institute of Technology, Singapore  
Sept 2017 – Apr 2021

- Dean's Honour List, Fall '19*
- Exchange Student – DigiPen Redmond, Summer '19*

## Certifications

### Certified ScrumMaster (CSM)

Scrum Alliance, July 2021

## Skills

### Soft Skills

Effective Communication	Team Management
Problem Solving	Detail Oriented
Conflict Resolution	Project Ownership

### Management Methods

Agile  
Scrum  
Kanban

### Management Software

Jira	Trello
Confluence	HacknPlan
Slack	Discord
Google Suite	Microsoft Suite

### Software & Tools

Git / SVN	Microsoft Office
Visual Studio	Visual Studio Code
Unity	Unreal Engine
Custom Game Engine(s)	Zapier

### Programming Languages

C / C++	C#
Python	JavaScript
Rust	Lua

### Spoken Languages

English	Mandarin
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[For more details on my projects, see my Portfolio!](#)