

# Andrew Chong

Game Producer / Project Manager



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Highly adaptive and multi-disciplinary 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.

## Experience

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

Sept 2020 – Feb 2021

- Prepared and maintained monthly and weekly event lists for content updates with Google Sheets and Confluence
- Responsible for Design team's Sprint Planning and follow up with Jira
- Assisted Associate Producer in integrating new ticketing workflow
- Took initiative to streamline and automate various production workflows
- Involved in documentation of notes for marketing promotional videos

### Production Teaching Assistant | DigiPen Singapore - *GAM200/250*

Sept 2019 – Mar 2020

- Advised student game teams on project scoping and task scheduling
- Mediated cross-discipline discussions and conflicts

## Projects

### Producer, Editor Programmer, Cinematics Designer

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

- 3D single player 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 task 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)
- Organized weekly meetings with team members
- Worked with lecturers and team members to resolve internal conflicts
- *Awarded Unity Best Sophomore Game, DigiPen Game Awards 2019*

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

## Education

### BSc Computer Science and Game Design

DigiPen Institute of Technology  
Singapore

Sept 2017 – Apr 2021 (Expected)

- *Dean's Honour List, Fall 2019*

## Skills

### Soft Skills

- Effective Communication
- Problem Solving
- Conflict Resolution
- Task Ownership

### Management Methods

- Agile
- Scrum
- Kanban

### Management Software

- Jira
- Confluence
- Trello
- Microsoft Excel
- Google Sheets
- HacknPlan

### Software & Tools

- Git / SVN
- Microsoft Office
- Visual Studio
- Unity
- Unreal Engine 4
- Custom Game Engine(s)

### Programming & Scripting

- C / C++
- C#
- Python
- JavaScript