Andrew Chong

Game Producer / Project Manager

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Highly adaptive and multi-disciplinary Producer / Project Manager. 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 – Present

- Prepared and maintained monthly and weekly event lists for content updates with Google Sheets and Confluence
- Created and followed-up on Design team tasks with Jira after Daily Scrum
- Assisted Associate Producer in integrating new ticketing workflow
- Took initiative to streamline and automate various production workflows

Production Teaching Assistant | DigiPen Singapore

Sept 2019 – Mar 2020

- Advised student game teams on project scoping and task scheduling
- Mediated cross-discipline discussions and conflicts
- Assisted teams with resolving project scope and scheduling issues

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 overcome 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 – May 2021 (Expected)

- *Dean's Honour List, Fall 2019*

Skills

Soft Skills

- Effective Communication
- Problem Solving
- Organisation

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