

# 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-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.

## Industry Experience

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

Mar 2021 – Present

- Manage communications between development team and stakeholders
- Manage in-house and outsourced development
- Assist in overseeing project milestones and releases
- Coordinate project development with multiple cross-functional teams

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

Sept 2020 – Feb 2021

- Maintained 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

## 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 internal conflicts
- *Awarded Unity Best Sophomore Game, DigiPen Game Awards 2019*

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

## 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*

## Skills

### Soft Skills

Effective Communication  
Problem Solving  
Conflict Resolution  
Project Ownership  
Team Management

### Management Methods

Agile  
Scrum  
Kanban

### Management Software

Jira / Trello  
Confluence  
Google / Microsoft Suite  
Slack / Discord  
HacknPlan

### Software & Tools

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

### Programming Languages

C / C++  
C#  
Python  
JavaScript

### Spoken Languages

English (Native)  
Mandarin (Limited)