

Andrew Chong

Game Producer / Project Manager

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

 in/acjh13

 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 project stakeholders
- Manage overall studio resources
- 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 Game 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 (Expected)

- *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)