

Andrew Chong

Producer / Project Manager



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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 – Various Projects

Mar 2021 – Present

- Managing communications between development team and stakeholders
- Managing in-house and outsources development teams
- Assisting in 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

- Maintained event lists for content updates with Google Sheets and Confluence
- Responsible for Design team's Sprint Planning and follow ups with Jira
- Assisted Associate Producer in integrating new ticketing workflow
- Took initiative to streamline and automate 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 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	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)	

Programming Languages

C / C++	C#
Python	JavaScript
Rust	Lua

Spoken Languages

English (Native)	Mandarin (Limited)
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