Chaegon Chang

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SUMMARY

'Creative Game Designer, Instructor, Developer'

I am a game designer In Seoul, South Korea. I had a several experiences small and large scale teams. Also, I can make a lecture to support game development. I hope this will be a good beginning.

DEVELOP EXPERIENCE

Founder, GonGun Games

Seoul, Korea — 2014 ~ present

Project : MeetUp --- Big Game, Mobile
- IndieCade 2015 Official Selection. US
- 2015 Arts Council Korea Interdisciplinary art projects Fund Selection
- 2015 Selected Cultural Creative Fusion Project Selection by CCCC
- 2015 Selected Indie Game by Global Good Game Show, KOR

Accomplishments

- 1 man Indie Game Startup
- Certificate in G-Best Platform Leading the future of Employment
- Overall Game Design & Programming in "MeetUp"
- IndieCade Juror, 2016

Game Designer, Maiet Entertainment

Seoul, Korea — 2011 -2013

Project : Raiderz, MMORPG, PC
- PAX East 2012 Rising Star Award

Accomplishments
- Contents Design & Implementation (Quest, Item, NPC)
- Quest, NPC Behavior, Game Mod Script (Lua)
- Game Data Design Support(Excel, VBA)
- Experienced from open beta to live service(KOR / EU / US / JPN)

Game Designer, 4:33 Creative Lab

Seoul, Korea — 2010 -2011

Project : Epic Hearts, RPG, Mobile
- 2011 Best Seller in Korea, Apple App Store

Accomplishments
- Contents Design & Implementation (Quest, Item, NPC)
- Game System Design & Balancing (Network PVP)
- UI Flow Design (Network Contents)

Game Designer, Frogster Asia Seoul, Korea — 2010 -2010 Project : The Chronicles of Spellborn, MMORPG, PC(Unreleased)	Game Designer, Flaskon Seoul, Korea — 2013 -2014 Project : QuickShot, Action Shooting, Mobile (Unreleased)
Accomplishments • Contents Design & Implementation	

EDUCATION

Multimedia Engineering ,National Institute for LifeLong Education
Bachelor --- 2010 -2011

Game Academy, The Korea Creative Content Agency
Certificate for Game Design --- 2008-2010

Game & Multimedia Engineering ,Korea Polytechnic University
Incompleted --- 2003 - 2009

EDUCATION EXPERIENCE

Part-time Instructor, National IT Industry Promotion Agency, Korea
Unity3D for VR contents creation --- 2014- present

Full-time Instructor, SkillTree Lab, Korea
Game Design & Unity3D --- 2014-2015

- Unity3D for Beginner
- Unity3D RPG Development

Teaching in Nexon, NHN, KABI(Korea Association of Boardgame Industry)

SKILLS

- Game Design
    - Contents, System Design and Balance.
    - Game System Design and Balancing
    - Design Documentation
    - UI / UX Design
    - Experienced Live Service / Localization(KOR / EU / JP / US)
- Tools & Programming
    - Unity3D, C/C#, Lual
    - Microsoft Office, Excel VBA
    - Adobe Photoshop, 3D Max
    - SVN, GIt, Visual Studio
- Teaching
    - Game Design Process, Document, Implementation
    - C# Script, Unity3D for Non-Programmer

AWARDS

IndieCade, US
"MeetUp" - Official Selection Big Game, 2015

Indie Game Competition, Korea Game Developers Association
"Glue" - Grand Prize, 2010

StartUp Weekend Seoul, AppCenter, KOR
"MiCasa" - Silver Prize, 2010