Dexavier Chang – Technical Designer

(777-777-7777) FirstnameLastname@email.com https://github.com/dchang6/Projects

Game Design Tools

* Maya
* Piskel
* Visual Studios C Sharp
* Unity
* Adobe Photoshop
* Microsoft PowerPoint

Skills

* Basic Object Modeling
* 2d Character and Object Sprites
* Collider and Trigger Programming
* UI Menu Programming
* On Click Function Programming
* Particle Effects
* Models and Scripts Implementation

Games Designed

Psychodelic’85

* A three-dimensional action game that had players battling aliens across three unique levels.
* Served as the main technical designer and would eventually take on tasks of the programmer.
* Psychodelic’85 was completed on April 2019.

Ghost n’ Bits

* An escape game that puts the player into a three-dimensional environment.
* Main technical designer and UI menus programmer.
* Ghost n’ Bits was completed on February 2019.

Education

University of Central Florida

* Projected graduation date is May 2020.
* The degree is digital media/game design.
* Orlando, Florida

Hillsborough Community College

* Graduated December 2016 with Dean’s List Honors.
* Associates of Arts Degree.
* Ruskin, Florida