



張景照

Ching Chao, Chang  
Dorgon Chang

EMAIL:

[dorgonman@  
hotmail.com](mailto:dorgonman@hotmail.com)

BLOG:

[dorgon.  
horizon-studio.net](http://dorgon.horizon-studio.net)

GITHUB:

[github.com/  
dorgonman](https://github.com/dorgonman)

# 張景照 (Dorgon Chang)

Software Engineer

**About Me** Professional game programmer with vast experience in game development and DevOps automation. Currently working on Game Projects using UnrealEngine.

## Experience

**2018-04-Current, NeoBards Entertainment, Principal Programmer**

Working on Game Projects using UnrealEngine

- **No Straight Roads** Optimization, Porting to Switch.
- Internal Projects using UnrealEngine: Architecture Design, OSS, AI, Quest, Dialogue, Optimization, and Localization workflow.
- CI/CD using Teamcity: From DailyBuild, Patch, Perforce/Unreal-GameSync Integration and Deploy to Steam.
- Crash Report integration for UnrealEngine: using AppCenter for mobile project.

**2016/12-2018-03, Medical Augmented Intelligence, Software Architect**

As a main programmer, develop following VR Projects using UnrealEngine:

- Acupuncture Simulation VR Project (B2B, Support Vive and Oculus)
- Body VR for Beginners google store, Daydream
- Medical Anatomy Training VR Project with Networking and Multiplayer (B2B, Support Vive and Oculus)
- CI/CD using AzureDevops

2015/10-2016/11 , Gumi Taiwan, Tech Lead

As a Engineer Team Leader, mentoring and sharing coding Skills with team members, and make sure features are shipped in timely manner.

2013/10-2015/10 , Gumi Taiwan, Software Engineer

As a Game Client Programmer, implement several funtions for

- **LINE Three Kingdoms Brave** using cocos2dx:
  - Architecture Design and Implement
  - Dialogue System
  - Patch System
  - CI/CD using jenkins
  - Implement Database ORM with SOCI for client
  - Boost Library Integration for Android and iOS
  - Other Game Logics Implementation
- **Crystal of Reunion**: Establish Localization Workflow using Unity I2 Localization Plugin.

2012/11-2013/09 , Nubee Pte Ltd, Taiwan, Software Engineer

As a Game Client Programmer, implement several funtions for

- **Fanta Swords**
  - CI/CD using Jenkins
  - Patch System
  - Texture Pack and Compress for Android(ETC1) and iOS(PVR)

2012/08-2012/11 , Nubee Pte Ltd, Singapore, Software Engineer

As a Game Client Programmer, implement several funtions for

- **Samurai Empire**
  - Porting in House C++ Game Engine to Android Platform.
  - Social Network Binding for Facebook, twitter, renren, weibo and mixi
  - Android GCM Notification
  - Device Binding and Transfer

2011/08-2012/07 , Mandatory military service



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## Education

2009/09-2011/06, National Chiao Tung University, Hsinchu, Taiwan, College of Computer Science, Institutes of Multimedia Engineering

Master of Science in Multimedia Engineering

Master Thesis: [Measuring Difficulty and Complexity of Puzzle Games](#)

Code Used in Thesis: [https://github.com/dorgonman/Cross\\_Block](https://github.com/dorgonman/Cross_Block)

2010/10-2011/04, University of Tokyo, Japan, Department of Electrical Engineering and Information Systems

Exchange Student

2005/09-2009/06, National Yunlin University of Science and Technology, Taiwan, Information Management

Bachelor of Business Administration

## Software Development Skills

### Knowledge

- CI/CD
- Computer Graphics
- iOS/Android Development
- Networking
- Game AI
- Cross Compiling

### Programming

- C/C++
- Shell Script
- C Sharp
- Python
- Java
- CMake

### Game Engine Experience

- Unreal Engine
- OGRE
- cocos2d-x
- UDK
- Unity
- HGE

### Project Management Software Experience

- Azure DevOps
- Mantis
- Redmine
- Jira
- Trello

### Version Control

- GIT/GIT LFS
- Perforce
- SVN



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## Side Projects: UnrealEngine

- Horizon Dialogue Plugin, released on Aug 9, 2019:  
[www.unrealengine.com/marketplace/horizondialogue-plugin](http://www.unrealengine.com/marketplace/horizondialogue-plugin)
- Horizon UI Plugin, released on Jun 27, 2016:  
[www.unrealengine.com/marketplace/horizon-ui-plugin](http://www.unrealengine.com/marketplace/horizon-ui-plugin)
- Horizon Tween Plugin, released on Oct 20, 2016:  
[www.unrealengine.com/marketplace/horizontween-plugin](http://www.unrealengine.com/marketplace/horizontween-plugin)
- Horizon Framework Plugin, released on Feb 24, 2018:  
[www.unrealengine.com/marketplace/horizonframework-plugin](http://www.unrealengine.com/marketplace/horizonframework-plugin)
- Horizon Interact Plugin, released on Jan 4, 2021:  
<https://www.unrealengine.com/marketplace/en-US/product/horizon-interact-plugin>
- Horizon Quest Plugin, released on Aug 29, 2021:  
<https://www.unrealengine.com/marketplace/en-US/product/horizon-quest-general-purpose-quest-graph-system>
- Contribute Bug fix Code to UnrealEngine version [4.9](#), [4.14](#), [4.15](#), [4.19](#), [4.21](#), [4.22](#), [4.24](#), [5.0](#), [5.2](#), [5.3](#), you can find my name "dorgon chang" or "dorgonman" in contributors list.
- Contribute Bug fix Code to [git-p4](#)

## Honors

- The Phi Tau Phi Scholastic Honor Society (2009)

## Language Skills

- Mandarin Chinese: Native Speaker
- English: Business Level, New Toeic 805(CEF B2), 2016
- Japaness: Business Level, JLPT Level 1 339/400, 2006