

Rui-Ting (Eva) Chang | Game Producer

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Award-winning Game Producer with experience shipping titles and leading cross-functional teams in agile development environments. Skilled in managing full production cycles from ideation through launch, live operations, and client projects, with a background in UX research and serious games design.

Education

Carnegie Mellon University (CMU) Master of Entertainment Technology, focus in Game Production. • Recipient of the Anne Humphry Memorial Award (recognizing inspirational leadership and commitment to social impact)	Pittsburgh, PA May 2025
National Chengchi University (NCCU) B.S. in Management Information Systems and Digital Content and Technologies (Double Major)	Taipei, Taiwan Sep 2019 - June 2023

Work Experience

Game Producer (formerly Production Fellow) Schell Games, Pittsburgh, PA • Organized and managed release workflow for "Freefall," an internal Schell Games Title, coordinating final launch preparations and supporting live operations processes. • Currently producing a client-facing MR (Mixed Reality) experience, managing project scope, schedule, and stakeholder communication across internal and external teams. • Facilitated cross-functional collaboration and maintained production documentation, communication cadences, and stakeholder alignment across multiple concurrent projects.	June 2025 – Now
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Intern, UX Design

Garmin Corporation, Taiwan • Automated internal data collection workflows using Power Automate, enabling faster and more consistent analysis of product performance metrics. • Analyzed user behavior using Power BI, generating actionable insights that informed design and product decisions. • Documented scalable design patterns to streamline future product updates and cross-team collaboration.	June 2024 – Aug 2024
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Projects

Producer - HelloAlice CMU Semester Project Client: Alice, USA • Led a six-person interdisciplinary team to design and develop an AI-powered K-12 educational tool using GPT, supporting the long-term roadmap of the Alice platform. • Defined and prioritized product features using Agile methodologies, translating high-level goals into actionable tasks. • Facilitated sprint planning and task tracking to maintain development and meet weekly goals.	Jan 2025 – May 2025
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Producer - StepUp | Golden Award in Student Digital Entry, 2025 International Serious Play Awards

CMU Semester Project Client: World Shoe Fund, USA • Led a team of six to design and develop a transformational tablet-based game teaching handwashing, foot-washing, and shoe-wearing habits to teens in emerging countries, supporting client's health education and shoe distribution initiatives. • Conducted local playtest in Ghana with observational research and collected qualitative and quantitative data, demonstrating a 70% improvement in student knowledge after gameplay. • Managed project milestones from ideation to iteration, and ensured alignment with client needs and feedback.	Aug 2024 – Dec 2024
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Skills and Competences

- Product Management:** Roadmap Planning, Prioritization, Agile Methodologies, Conflict Resolution
- User Research:** Usability Testing, Field Studies, Surveys, Competitive Analysis
- Tools:** Figma, Figjam, Miro, Adobe Creative Suite, Notion, Asana, Trello, Jira, PowerBI, Power Automate