

# Michael Chang

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I am currently pursuing a Studio Arts degree with a concentration in Multimedia at Loyola Marymount University, where I also minor in Computer Science. My primary interests lie in digital art and video production, but I devote considerable time to game design, world building, coding, and writing

## Experience

[Barn 2 Robotics](#) | 2016 - 2020  
Component Engineering  
[Cool Vibes Esports](#) | 2019 - Present  
Team Leader & Manager  
[EGD Collective](#) | 2021  
CE Intern & SIG Leader  
[Target](#) | 2022  
General Merchandise Expert

## Links

Portfolio  
<https://mchang0004.github.io/portfolio/>  
LinkedIn  
<https://www.linkedin.com/in/michael-chang-62b89a203/>

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## Education

Loyola Marymount University | 2020-2024  
Studio Art, Multimedia  
Computer Science  
Woodside Priory School | 2016 - 2020  
Highschool

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## Skills/Applications

- Adobe Creative Suite
- Arduino IDE
- Unity
- Unreal Engine
- Java
- C/C++
- HTML/CSS

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## Interests

- Table Top RPGs
- Video Games
- Independent Fantasy Author
- Computer Engineering