

Michael Chang

Game Developer & Designer
Multimedia Artist
Based in Los Angeles

Education

Loyola Marymount University

B.A. - Multimedia Arts
Minor - Computer Science
August 2020 - May 2024

The Cambridge Tradition

Creative Writing & Computer Science
July 2018 - August 2018

Skills

Coding Languages:

- C#
- C/C++
- HTML/CSS/JS
- Java

Applications:

- Adobe Creative Suite
- Arduino IDE
- Blender
- OBS/Streamlabs
- Unity
- Unreal Engine

Interests

- Animation and Illustration
- Table Top Games
- Photography
- Creative Writing



Full Stack developer with over 8+ years of experience in both designing and developing games. I work mostly with Unity and Blender to create games and applications.

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

Experiences

Cool Vibes Esports | 2019 - Current | Remote

- Team Manager & Event Coordinator
- Handles member entry and game competition events

Novalight Games | Jan 2024 - May 2024 | Remote

- Internship, worked on Unity games
- QA testing and worked on character/player interaction
- Designing inventory system

EGD Collective | June 2021 - August 2021 | Remote

- Internship and Creative Team
- At EGD, I taught course on Table Top RPG Design. Multiple presentations on breaking down mechanics and teaching new players.
- Also worked on the creative team to create website designs and stream overlays/graphics.

Target | July 2022 - August 2022 | Los Angeles, CA

- General Merchandise Expert

Barn 2 Robotics | 2016 - 2020 | Portola Valley, CA

- Component Engineering, Collaboration and Communication skills while working with robotics and CAD modeling.

Projects

KAF | Unity

- KAF immerses the player in a dream world where they must complete objectives to wake up.
- The game was shown in an exhibition.
- Available on Itch.io

Stars of Sorellia | Unity

- Stars of Sorellia is an ongoing Unity 2D RPG game. The game is currently in alpha stages. I'm currently working on the developing mechanics and world building. Demo available on Itch.io

Artifacts of Sorellia | Unity

- Artifacts of Sorellia is a 3D FPS rogue-like card collection game. AOS revolves around collecting artifacts to purchase cards and kiting the enemies.
- This game was created in 8 weeks for a Unity Development Class
- Demo available on Itch.io

Forest Adventure | Javascript

- In browser game played with keyboard and mouse.
- Forest Adventure is a turn-based RPG where the player must reach the castle at the end of the forest by fighting goblins and 4 bosses.
- 2 different class play styles.