

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://michaelxchangca.wixsite.com/my-site/my-work>
LinkedIn
<https://www.linkedin.com/in/michael-chang-62b89a203/>

Education

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

Skills/Applications

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

Interests

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