Michael Chang

Game Developer & Designer
Multimedia Artist
Based in Los Angeles, California

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
- React.js
- p5.js

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 specializing in game with over 8+ years of experience in both designing and developing games. I also do web development and graphic design. Animation and illustration work is mostly a hobby, but I am available for freelancing in that field. Knowledgeable in video game marketing and computer hardware.

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

Work Experience

Novalight Games| 2024 - Current | Remote
- Internship, worked on Unity games
- QA testing and worked on character/player interaction
- Designing inventory system

Cool Vibes Esports | 2019 - Current | Remote
- Team Manager & Event Coordinator
- Handles member entry and game competition events

EGD Collective | June - 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 - August 2022 | Los Angeles, California
- General Merchandise Expert

Barn 2 Robotics | 2016 - 2020 | Portola Valley, California
- Component Engineering, Collaboration and Communication skills while working with robotics and CAD modeling.

Projects

Artifacts of Sorellia | Unity | Solo Project
- Artifacts of Sorellia is a FPS rogue-like card collection game. The game revolves around collecting artifacts to purchase cards.
- This game was created in 8 weeks for a Unity Development Class
- Demo available on Itch.io

Stars of Sorellia | Unity | Solo Project
- 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

Forest Adventure| Custom Javascript Engine
- Forest Adventure is a turn-based RPG that works in browser.