

Ryan (Yu-Lin) Chung

Game Programmer / VFX Artist / Graphic Designer

Professional Summary

Game programmer with two years of experience. Specializing in C# .NET, C++ development, seeking a position in which my adaptable programming skills can be utilized, reinforced and improved in an outstanding workplace.

Graphic designer and VFX artist involved in commercial productions with eight year experience.

📍 Melbourne, VIC

📞 0416-146-703

✉️ ryan@alpacagamedev.com

🏠 <https://alpacagamedev.com>

CORE QUALIFICATIONS

- Adept knowledge and use of C# in Unity and C++ for game development
- Experience in tool creation in Unity for the team to utilize in production
- Perseverance and determination to accomplish assigned tasks
- Coordination to work as a part of the team to achieve goals
- Flexibility to learn new skills / tools and apply to work
- Prominent creativity to generate solutions to the problems
- Adaptability to work in a creative and fast paced environment

WORK EXPERIENCE

• Wildcat Industries (Aust) Pty., Ltd.

Graphic Designer / Web Designer / Social Media Marketing

Feb 2013 – Dec 2017 in Melbourne, VIC

- Responsible for various types of graphic design, including flyers, web design, demonstration filmmaking

• ShinJyh Communication Co., LTD

Motion Graphic Artist / Assistant Film Editor

Dec 2010 – Mar 2011 in Taipei, TAIWAN

- Responsible for various types of post-production, including editing, motion graphic design, and sound effect adjustment
- Matte extraction and compositing in the production pipeline

• Azamawa Vision Design

Web Designer / Graphic Designer

Jan 2010 – Dec 2010 in Kaohsiung, TAIWAN

- Responsible for various types of graphic design, including flyers, web design

• Fareastern Animation

Character Animation, Rigging Leader / Modeler / Texture Artist
Physics Simulation Leader / Layout Artist / Compositing Artist

Apr 2009 – Dec 2009 in Taipei, TAIWAN

- Responsible for most types of work in animation, including modeling, texturing, rigging, animation, lighting, rendering and compositing
- Autodesk Maya nCloth/Hair based simulation and troubleshooting
- Character animation and rigging team leader

• Global Star Trading Co., LTD

Game UI Designer / Motion Graphic Artist

Aug 2008 – Apr 2009 in Taipei, TAIWAN

- Responsible for most types of 3D/2D motion/still graphic design, including gambling arcade video game UI design, billboard motion graphic design and arcade machine appearance design.

★ Motion Graphic / Animation Showreel
<https://vimeo.com/ryan0432>

SKILL SET

C++	C#	Unity	HTML5	CSS3	JavaScript
MAYA	Photoshop	Illustrator	After Effects	Premiere Pro	
• Teamwork	○	○	○	○	○
• Troubleshooting	○	○	○	○	○
• Self-supervision	○	○	○	○	○
• Communication	○	○	○	○	○
• Emotional Intelligence	○	○	○	○	○
• Creativity	○	○	○	○	○

EDUCATION

• Academy of Interactive Entertainment

Adv. Diploma of Game Development - Game Programming

Feb 2017 – Dec 2018 in Melbourne, VIC

Specializing in C++, C# in Unity and Microsoft Visual Studio. Through the course, I have learned from the basics of data structure, the core programming skills and conventions to using that knowledge to build a custom game engine in C++. I have also become experienced working in a small team environment, following the industry standard to build goal oriented tools for the team in C# Unity. Accomplished a puzzle-platformer game with 4 fellow students (1 other programmer, 2 artists, 1 designer) for the final project.

• Min-Chuan University

Bachelor of Arts - Digital Media Design

Sep 2002 – Jul 2006 in Taoyuan, TAIWAN

Specializing in various graphic design and 3D software. Through the course, I have learned the knowledge and skills from basics of design, chromatology to cinematic photography, storyboard creation and idea realization through 3D/2D animation. Accomplished a 3D animated short with 3 fellow students as the director and character animator in the team.

REFEREES

• Matt Dodd

Academy of Interactive Entertainment

Mobile: 0433-809-433, Email: matthewd@aie.edu.au

• Jon Flynn

Wildcat Industries (Aust) Pty., Ltd.

Mobile: 0419-321-495, Email: sales@wildcatindustries.com.au

• Karim Turbez

Benlai Pictures (Shanghai), Animated Film Director

Mobile: (886) 928-786-314, Email: karimturbez@gmail.com