

ANDREW CHANG

Game Designer, Concept Artist

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EDUCATION

Carnegie Mellon University
*Bachelor of Fine Arts,
Electronic Time Based Media
Concentration
Game Design Minor
Class of 2019*

Hunter College High School

SKILLS & INTERESTS

5 Years of Unity Experience,
C#, & Game Design

6 Years of Photoshop, and
similar programs like
Clip Studio, Illustrator

Maya, Spine

java, javascript, Python

Illustration – Digital and
Physical, Painting, Drawing
Sketching,

3D Modeling

Animation, Pixel Art

Working on, playing, and

Writing, Editing, Word/Excel

Analyzing Video Games,
Board Games, Card Games,
and Tabletops.

Bowling, Reading Comics.

Also interested in

Psychology, Science, Chinese
and Japanese culture.



RELEVANT COURSEWORK

Game Design

Jesse Schell, Spring 2019

A graduate level Game Design class focused on the rules and methods of game design, how to design games, how to design them well, and how to see those designs to completion.

Technical Art in Games

Michael Tsai, Dan Lin, Abby Ince, Fall 2018

A graduate level class teaching game tool, tech, and shader making in Maya and Unity, including scripting, rigging, particle effects, workflows and pipelines.

Game Design, Prototyping and Production

Tom Corbett, Spring 2017

A lecture and project based course where students form "game studios" and tackle design challenges from clients. Includes business aspects like demographics, budgets, and marketing.

Experimental Game Design

Paolo Pedercini, Spring 2019

A rapid prototyping class where experimental and unconventional design thinking is encouraged.

EXPERIENCE/PROJECTS

Game of Chance

February 2019

A game prototype where you can control the die that is being rolled in a cosmic board game. A play on the assumption that dice should have random results, that players shouldn't be allowed to affect the result. Coded the player controllers, camera, environment and board.

chimichangle.itch.io/game-of-chance

Home Away From Home

January 2019

Global Game Jam 2019, although I was volunteering at the event, during a separate time I made a game independently, inspired by the theme and within 48 hours, participating in spirit. This is a game about the anxiety of running away from home. Used several free assets.

chimichangle.itch.io/home-away-from-home

Darkest Dungeon Mod

June 2017 - Present

Creating a fully fleshed out character class for Darkest Dungeon, adhering to art style and game mechanics, while still staying original and new. Designed art, writing, and mechanics.

chimichangle.com/projects/Z8G6Z

Cortex Command Mod

Summer 2014 - 2015

Created a playable faction for the game Cortex Command, adapting the Halo IP into pixel art. Garnered 14000+ Steam Workshop subscribers.

forums.datarealms.com/viewtopic.php?f=61&t=31475

steamcommunity.com/sharedfiles/filedetails/?id=250730621