

# CYNTHIA CHANG

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## EDUCATION

### Game-Development @ Centennial College

September 2019 - April 2022

Achieved an Ontario College Advanced Diploma specialized in Game-Development.

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## WORK EXPERIENCE

### Manufacturing Production Assistant @ Central Perfect Bindery LTD.

July 2017 - August 2019

A bookbinding and stitching company.

- Careful assembly of paper media in an efficient manner.
  - Observe the operation of machines and monitor the measurement specifications of the product.
  - Unload materials which require heavy lifting and long periods of standing.
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## SKILLS

- Has the ability to analyze products to check for errors and inaccuracies to great detail.
  - Able to work in a small or large team with a positive attitude and support teammates in need of help.
  - Able to work in a well-paced and efficient manner through the use of time-tracking software.
  - Able to quickly learn new skills on my own initiative and adapt to different environments.
  - Can help troubleshoot equipment or situations.
  - Can speak both English and Cantonese fluently.
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## APPLIED PROJECTS

### Lead Programmer @ Capstone Project

September 2021 - May 2023

A 2D turn-based strategy game.

- Efficiently completed all tasks in an organized manner.
  - Prioritized completing and fine-tuning the core mechanics so that the team members were able to complete their work more efficiently.
- Used time management skills to keep track of the tasks and deadlines to prevent rushing.
- Created solutions that help group members complete their jobs more efficiently.

### Lead Programmer @ Slime Maze Pro

March 2021 - April 2021

A puzzle game in the format of a maze with 3D graphics and a nature-focused colour palette, which sets an ambience of interactive rustic wilderness.

- Organized all the tasks that needed to be done within the team.
- Optimized the system by re-using game objects, rather than destroying and re-creating them in another scene.
- Worked closely with design teams to enhance the final product.

### Lead Programmer @ Slime Designer Pro

December 2020

A dress-up game with pixelated slime icon as the focus.

- Completed work within a short limited time.
- Learned new skills to efficiently complete the assigned tasks.
- Collaborated among a group of four members to troubleshoot problems and created solutions.