Andrew Chong

Producer / Project Manager

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Highly adaptive and multi-disciplined Producer / Project Manager with a technical and design background. Experienced in leading interdisciplinary teams in fast-paced environments. Keen eye for quality and risk assessment. Passionate about elevating teams to excellence by ensuring smooth processes and pipelines.

Industry Experience

Junior Producer | Lionfish Studios Pte Ltd – *Multiple Projects*

Mar 2021 – Present | Team Size: 5-10

- Managing communications between development team and stakeholders
- Managing in-house and outsourced development teams across 5 projects
- Overseeing project milestones and releases
- Coordinating project development with multiple cross-functional teams
- Leading company-wide transition to a Sprint-based development cycle

Production Intern | gumi Asia Pte Ltd - *Final Fantasy Brave Exvius*

Sept 2020 – Feb 2021 | Team Size: >20

- Responsible for Design team's Sprint Planning and follow ups with Jira
- Maintained event lists for content updates with Google Sheets and Confluence
- Assisted Associate Producer in integrating new ticketing workflow
- Began department-wide initiative to streamline and automate workflows that reduced Jira ticket creation / modification time by 50%

On-Campus Experience

Teaching Assistant | DigiPen Singapore – *Game Production Class*

Sept 2019 – Mar 2020

- Advised ~10 student teams on project management and game production

Academic Projects

Producer, Editor Programmer, Cinematics Designer | *Kindred*

Sept 2019 – June 2020 | Team Size: 11

- 3D narrative game developed on a custom C++ engine and editor with C# scripting
- Led a team with members of various disciplines (Engineering, Design, Art)
- Communicated game's direction across team members and lecturers
- Adopted Agile methodology with weekly team meetings and Kanban task boards
- Created cross-department workflows for better communication
- *Finalist in multiple categories, DigiPen Game Awards 2020*

Producer, Engine & Editor Programmer | *Mega Macho Brothers*

Sept 2018 – Apr 2019 | Team Size: 7

- 2D co-op action platformer developed on a custom C++ engine and editor
- Led a team with members of various disciplines (Engineering, Design, Art)
- Worked with lecturers and team members to manage conflicts
- *Awarded Unity Best Sophomore Game, DigiPen Game Awards 2019*

For more details, see my Portfolio at acjh13.github.io!

Education

Bachelor of Science in Computer Science and Game Design

DigiPen Institute of Technology, Singapore

Sept 2017 – Apr 2021

- *Dean's Honour List, Fall '19*
- *Exchange Student – DigiPen Redmond, Summer '19*

Certifications

Certified ScrumMaster (CSM)

Scrum Alliance, July 2021

Skills

Soft Skills

Effective Communication	Team Management
Problem Solving	Detail Oriented
Conflict Resolution	Project Ownership
Risk Management	Quality Control

Management Methods

Agile
Scrum
Kanban

Management Software

Jira	Trello
Confluence	HacknPlan
Slack	Discord
Google Suite	Microsoft Suite

Software & Tools

Git / SVN	Microsoft Office
Visual Studio	Visual Studio Code
Unity	Unreal Engine
Custom Game Engine(s)	Zapier

Programming Languages

C / C++	C#
Python	JavaScript
Rust	Lua

Spoken Languages

English	Mandarin