

Chin Xiang Chong

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Los Angeles, CA

www.waxinlyrical.com/projects

SKILLS

- Technical Designer with background in Computer Science
- Specializing in designing and implementing core gameplay systems in script
- Track record of assisting content pipeline with in-game tools for efficient iteration
- Comfortable with 3D editors e.g. Unreal Engine 4, Hammer
- Fluent in Mandarin Chinese (Native speaker), Japanese (JLPT Level 1)

EXPERIENCE

Systems Designer, Respawn Entertainment, Jul 2012 - Present, Oculus Project

- Designed and implemented core gameplay systems
- More details available upon request

Multiplayer Designer, Respawn Entertainment, Jul 2012 - Present, **Titanfall 2**

- Designed and implemented core gameplay systems, e.g. Rodeo, Boosts, Pilot/Titan Melee, Weapons, etc
- Provided Art, Audio, FX and Animation script support via debug tools, implementing assets in-game, etc
- Collaborated with Code team in identifying and optimizing inefficient script systems
- Added post-launch anti-cheat Loadout Validation systems
- Provided scripting support for cosmetic microtransactions, e.g. Prime Titans
- Gave a talk on the design of Rodeo at GDC 2017(<https://t.co/dwSJAMcaQf>)

Designer, Respawn Entertainment, Jul 2012 - Present, **Titanfall**

- Designed and implemented core gameplay systems, e.g. Pilot/Titan Melee, Rodeo, Dome Shield, Evacuation, etc
- Responsible for Marked For Death and Wingman Last Titan Standing post-launch game modes
- Worked closely with Audio team to implement script systems for Music, Grunt Chatter, Titan AI VO
- Assisted on level-specific cinematic scripting for Angel City, Fracture E3 demo
- Provided Art, Audio, FX and Animation script support via debug tools, implementing assets in-game, etc
- Collaborated with Code team in identifying and optimizing inefficient script systems

Designer, Team Radioactive Dodos, Jan 2011 – Apr 2011, **Leshy**, (3D Size-Shifting Puzzle Platformer, PC)

- Leshy was Finalist in 2012 Independent Propeller Awards for Best Design, Best Audio, and Technical Excellence
- Game awarded 'Best Master's Game' and 'Best Master's Technology' in 2011 DigiPen Student Game Awards
- Came up with game concept, designed levels, gameplay mechanics, and HUD
- Implemented in C++ level editor functionality, gameplay logic, HUD, and extra game modes

Developer, Morgan Stanley Japan Securities Co., Ltd, Aug 2008 – Jul 2010, Vista Trade Allocation Team

- Designed and implemented new system for handling Daily Volume Discount eligible trades in Tokyo
- Created scripts for handling production outages and maintaining standards of code base and config files
- Frequent Production Support duties e.g. finding missing trades, identifying data quality issues, etc

EDUCATION

- DigiPen Institute of Technology, **Master's of Science in Computer Science**, Sep 2010 - May 2012
- Cornell University, **Bachelor of Arts with Double Major in C.S. and Economics**, Aug 2004 - May 2008