

Chin Xiang Chong

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Los Angeles, CA

www.waxinlyrical.com/projects

SKILLS

Systems Design:

- Combat mechanics
- Mechanics-based puzzles
- Encounter design
- AI VO Feedback systems

Programming:

- Squirrel
- C/C++
- Java, C#
- Lua, Perl

Software:

- Hammer Editor
- Perforce, Subversion, GIT
- Visual Studio
- Windows Batch Scripting

- Fluent in Mandarin Chinese (Native speaker), Japanese (JLPT Level 1)

EXPERIENCE

Multiplayer Designer, Respawn Entertainment, Jul 2012 - Present, **Titanfall 2**(FPS, PS4, Xbox One, PC)

- Titanfall 2 is the highest rated shooter of the 2016 Holiday season
- 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

Designer, Respawn Entertainment, Jul 2012 - Present, **Titanfall** (FPS, Xbox One, Xbox 360, PC)

- Titanfall has won over 75 awards including 2012 E3 Game Critics Best of Show, TGS Future Game of Show
- 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