

## Christian Chang

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### PROFILE:

Over 14 years of professional experience as a level designer, 3D modeler, and texture artist. Understanding of the full cycle of game development from beginning to end. Shipped 7 games on various platforms including the Xbox 360, PS3, PC, PS2, Xbox, Gamecube and PSP.

### GAME CREDITS:

- KIXEYE unannounced title
- Star Wars 1313
- Medal of Honor: PS3, Xbox 360, PC
- Medal of Honor Airborne. Platform: PS3, Xbox 360, PC
- Tiger Woods PGA Tour 07. Platform: PS3, Xbox 360
- James Bond 007: From Russia with Love. Platform: PS2, Xbox, Gamecube, PSP
- Rise of a Soldier. Platform: PS2, Xbox
- America's Army: Special Forces 2.3-2.5. Platform: PC
- America's Army: Operations 1.0 – 1.9. Platform: PC

### SOFTWARE EXPERIENCE:

**Level Editors:** Unreal Editor 4.0, Unity 3D, Q3 Radiant

**3D Software:** Autodesk Maya, 3D Studio Max

**2D Software:** Adobe Photoshop

**Video Software:** Adobe Premiere Pro, After Effects

**Other:** Microsoft Office, Source Safe, Perforce, DevTrack, Hansoft

### PROFESSIONAL EXPERIENCE:

#### Part-Time Faculty at School of Game Design, Academy of Art University (2011 - Present)

- Co-created GAM 360 OL & 643 OL: MS: Advanced Environmental Modeling
- Instructor of GAM 601 Elements of Video Games (Onsite and Online)
- Instructor of GAM 602 Game Theory and Level Design (Onsite and Online)
- Instructor of GAM 110 Introduction to Game Development (Online)
- Instructor of GAM 150 Game Design, Theory & Analysis (Online)

#### Senior Level Designer, KIXEYE (April 2013 - March 2015)

##### Unannounced Game

- Created various multiplayer maps using Unreal 4 and Unreal 3.
- Also worked on an existing map to optimize and tighten the gameplay.
- Used satellite data to start a 4k x 4k map.
  - Sculpted/modified the map using satellite data to take account for sight lines, cover, and gameplay.
- Prototyped destructible structures using KISMET and Nvidia Apex.
- Documented and gathered images for the art department to create assets for the maps I worked on.
- Gathered feedback from play tests to refine map.
- Assisted art department with set dressing.
- Worked closely with engineers to create tools to streamline map development.
- Created 3D gray box place holder assets.
- Kit bashed new weapons and animated them.

**Guest Tutor , Digital-Tutors  
(February 2014 – March 2014)**

- Proposed and created "Level Streaming Using Kismet in UDK" video tutorial.

**(November 2013 – December 2013)**

- Proposed and created "Creating an Action-Adventure 3rd Person Puzzle in UDK" video tutorial.

**Senior Level Designer, LucasArts (April 2010 - April 2013)**

**Senior Level Designer  
Star Wars 1313**

- Senior level designer E3 2012 Demo.
  - Collaborated closely with cinematics director.
  - Collaborated with game play engineer to set up the complex level streaming.
  - Scripted the level using KISMET.
  - Scripted the combat encounter.
  - Conceptualized and prevized the platforming section in Maya.
  - Pitched platforming section to Creative Director and department leads.
  - Based on my Maya previz, I created the platforming section in Unreal.
  - Used Matinee to animate gameplay portal, doors, panels, etc...
  - Worked with ILM team on the E3 demo to get them up to speed on Unreal.
  - Worked with animators and engineers to make the platforming section happen.
- Senior level designer on Star Wars 1313
  - Created level design documentation for various levels in the game.
  - Pitched levels to Creative Director and department leads on an ongoing basis.
  - Collaborated closely with cinematics director to create numerous epic set piece prototypes.
  - Collaborated with LucasArts Singapore team.
  - Created numerous prototype levels to test out new mechanics.
  - Worked with programmers to create new features and debug issues.
  - Worked with sound engineers to get audio, place audio and timing of sounds.
  - Worked with lead AI designer to create combat encounter system.
- Got the studios (LucasArts SF and LucasArts Singapore) up to speed on Unreal 3 technology.
  - Created and maintained level design tutorials.
  - Held training classes in the studio to get developers up to speed on Unreal 3 technology.
  - Assigned to go to Singapore to train our team there on Unreal 3 technology.
- Mentored associate level designer and Jedi Academy's summer intern.
  - Taught them our tools, Unreal, and KISMET scripting.
  - Gave critiques/feedback on their levels and ideas.
  - Taught 3D modeling and texturing basics.

**Level Designer, Electronic Arts Los Angeles (October 2006 - April 2010)**

**Level Designer**

**Medal of Honor (Xbox 360/PS3/PC)**

- Created training level for internal use for execs and testers to familiarize themselves with the games mechanics before playing the X level.
- Presented levels for approval by Executive Producer and upper management.
- Blocked out level in Unreal 3.0 based on my 2D layout.
- Created combat encounters (Placed and scripted AI via Kismet).
- Worked with writer to ensure that the level and script were aligned.
- Worked with artists to ensure their art work would not break the game play.
- Worked with programmers to get new features, create new Kismet objects for our design needs, and debug issues.

- Worked with sound engineers to place audio triggers and timing of sounds.
- Worked with lighter to light my levels.

### **Level Designer**

#### **Tiberium (Xbox 360/PS3/PC)**

- Designer on X2 (demo level), which green lit Tiberium into production.
- Responsible for 3 levels in the single player campaign and X2 demo.
- Created concept documentation, design documentation, asset lists, set piece lists, boss battle, and 2D layouts.
- Created 3D animatics in Maya for complex sequences.
- Presented levels for approval by Executive Producer and upper management.
- Blocked out level in Unreal 3.0 based on my 2D layout.
- Created combat encounters (Placed and scripted AI with Kismet).
- Worked with writer to ensure that the level and script were aligned.
- Worked with artists to ensure that their art work would fit the game mechanics and not break the game play.
- Worked with animators to script vehicles and aircraft for set pieces in level.
- Worked with programmers to get new features, create new Kismet objects for our design needs, and debug issues.
- Worked with sound engineers to place audio triggers and timing of sounds.
- Assisted new hires get up to speed on Unreal 3.0 and our production pipeline.

### **Level Designer**

#### **Medal of Honor: Airborne (Xbox 360/PS3/PC)**

- Worked with VFX artist to create “sky train” gag using Kismet in Unreal 3.0.
- Implemented “sky train” sequence in the level “Husky”.
- Used Kismet to script radar tower destruction in “Neptune”.
- Modified geometry to work with game play around radar tower.

### **Environment Artist, Electronic Arts Redwood Shores (June 2005 - September 2006)**

#### **Environment Artist**

##### **Tiger Woods PGA Tour 07 (Xbox 360/PS3)**

- Vegetation landscaping on Glen Abby and Saint Andrews course.
- Optimization of trees and misc vegetation.

#### **Environment Artist**

##### **James Bond 007: From Russia with Love (Xbox/PS2/Game Cube/PSP)**

- Modeled and textured props and their destroyed states.
- Optimized outsourced levels and props to fit in to PS2 memory.
- Worked with designers to place destructible objects in levels.
- Created collision in levels for 3rd person camera.

### **Level Designer, U.S. Army (September 2004 – June 2005)**

#### **America's Army: Special Forces (PC)**

- Worked with active duty US Army military advisers.
- Visited various US military bases, i.e. Camp Guernsey - US Army Training Facility to get hands on experience with weapons, equipment, and tactics.
- Responsible for 3 multiplayer levels : Urban Assault, SF Blizzard and SF Extraction.
- Created design documentation, asset lists, and 2D layouts
- Blocked out levels in Unreal 2 based on my 2D layout.
- Sculpted terrain.
- Applied textures to blocked out level.
- Lit level exteriors and interiors.
- Set dressing (Placed trees, tables, trash, etc...)
- Worked with artists to get assets for the levels.
- Worked with programmers to get features such as objectives programmed for my levels.
- Play tested maps with team and testers to balance maps.

- Optimized levels.

**Environment Artist (Contract Work), Signature Devices (January 2004 – August 2004)**

**Signature Devices Demo (Xbox/PC)**

- Helped develop production pipeline.
- Created process and Far Cry Sandbox editor documentation.
- Modeled and textured props, structures and destroyed states.
- Created normal maps, ambient occlusion maps, and specular maps.
- Optimized existing props and textures.
- Lit level exteriors and interiors.
- Created combat encounters and AI patrol paths.

**3D Artist, Naval Postgraduate School, MOVES Institute, (April 2001 – June 2003)**

**America's Army: Operations (PC)**

- Worked with active duty US military advisers.
- Visited various US military posts, i.e. Fort Bliss, Fort Hood, to get hands on experience with weapons, equipment, and tactics.
- Modeled and textured all weapons, 1st and 3rd person.
- Modeled and textured misc vehicles.
- Modeled and textured misc props.
- Worked closely and assisted artists, level designers, and programmers in discovering an efficient art pipeline.

**PUBLICATIONS:**

Cover design for "The Journal of Biological Chemistry" Volume 282 Number 29  
 Publisher: American Society For Biochemistry and Molecular Biology (July 20, 2007)

Author of "Modeling, UV Mapping, and Texturing 3D Game Weapons"  
 Publisher: Wordware Publishing, Inc.; Pap/Cdr edition (November 25, 2006) Paperback: 376 pages

**EDUCATION:**

Academy of Art University, San Francisco

**AWARDS and RECOGNITIONS:**

- Received award from America's Army for my work on America's Army: Special Forces. (Feb 2006)
- Received award from Deputy Assistant Secretary of the United States Army for my work on America's Army: Operations. (May 2003)
- Various works featured in 3D Game Art FX & Design book. Published by Coriolis. (November 2001)
- 100% Tuition summer grant at the Academy of Art College, San Francisco. (June 1997)