

Rong-Jie Chang

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PROFESSIONAL SUMMARY

Senior software engineer with 7 years of experience in making mobile games for genres like strategy and rhythm. Skilled in gameplay, UI development and project management who dreams of contributing towards AAA projects.

EXPERIENCES

Rayark Inc.	2018-present
Senior Software Engineer (Client)	2022-present
<ul style="list-style-type: none">- Led programmers on the gameplay team to prototype new gameplay and editor.- Implemented the store, song search, character previews, mailbox, announcements and ads systems..	
Technical Project Manager	2022-2024
<ul style="list-style-type: none">- Led ten programmers with Agile development, overseeing schedules and providing work estimates to complete features within deadlines.- Worked with scripting languages like Python to create tools such as automatic card status updater and gitlab's batch card creator to enhance issue management.	
Software Engineer (Client)	2018-2022
<ul style="list-style-type: none">- Implemented a localization system in Unity with instant preview functionality.- Worked with behavior trees to create different characters' behaviors and skills.	
Theia Tech	2017-2018
Image Processing Engineer	
<ul style="list-style-type: none">- Implemented naked-eye 3D algorithms in Unity, enhancing visual experience.	

EDUCATION

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| - National Chiao-Tung University, Taiwan | 2015-2017 |
| M.S., Institute of Multimedia Engineering | |
| - National Chung Cheng University, Taiwan | 2011-2015 |
| B.S., Dept. of Computer Science and Information Engineering | |

SKILLS

- **Programming Languages:** C#, C/C++, Python, HLSL
- **Languages:** Mandarin, English (IELTS UKVI General Training: 6.5)
- **Tools:** Game Engine (Unity, Unreal), Issue Tracking (Gitlab, Trello), Git, CI/CD, IDE (Visual studio, Rider), AI (Copilot, ChatGPT), Analytics (Profiler)
- **Software architecture:** MVP, ECS, Redux

AWARDS and CERTIFICATIONS

- A video painterly stylization using semantic segmentation – Journal of Chinese Institute of Engineers, (2022)
- 1st Place, Akatsuki game hackathon. (2017)
- 4th Place, Logitech hackathon (2017)