

CEDRIC B. CHANG

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WORK EXPERIENCE

Game-U | Remote

Curriculum Creator | Jan 2025 to Jul 2026

- Wrote project-based game development curriculum for Unreal Engine 5, Unity, and Construct 3, delivered by other instructors.
- Built playable teaching games as course content, keeping mechanics fun to play and fun to make rather than only technically correct.
- Documented engine workflows in enough detail that instructors without a game development background could run them.

Project Lead | May 2021 to Jan 2025

- Led a cross-functional team of about ten across engineering, design, and client-facing roles.
- Took two initiatives from ambiguous concept to launch: a mentoring program and an online learning platform.
- Grew the platform to hundreds of active students and about 20 public school partners in two years; still the company's core delivery platform.
- Analyzed usage data and qualitative user feedback to prioritize iterative updates, and ran weekly planning cycles against fixed delivery dates.

Instructor | Dec 2019 to May 2021

- Coached students 1-on-1 and in groups of 5 to 10 through building their own games in Unity, Unreal, and Construct 3.

Brainstorm STEM Education | Irvine, CA

Program Manager | Oct 2016 to Aug 2019

- Designed and wrote a year-long game development curriculum taught in 20+ schools.
- Trained 100+ instructors to deliver it through workshops and staff design discussions.

GAME PROJECTS

Project: Azure

Solo Designer / Developer | Unreal Engine 5 | In Development

- Designing and scripting combo-driven melee combat in Blueprints: attack strings, cancel windows, input buffering, and animation canceling.
- Building boss and enemy encounters with telegraphed attacks and readable wind-ups, shaped by raid encounter designs experienced in MMOs.

The Legend of the 5 Orbs

Solo Designer / Developer | Construct 3 | Completed

- Designed a top-down ARPG with four playable classes, each with a distinct basic attack, two cooldown skills, a passive, and a dodge.
- Built enemy hordes and multiple bosses with individual combat behaviors, including encounters that require class-specific mechanics to clear.
- Balanced encounter difficulty so all four classes could clear the same content through different play patterns.
- Developed live on stream, turning audience-submitted ideas and assets into working mechanics in real time.

Dash 'N Slash

Solo Designer / Developer | Construct 3 | Completed

- Designed a 2D puzzle platformer for the game jam theme "A Different Type of Combat," each level a standalone puzzle.
- Paced difficulty so each level teaches a rule before testing it, then revised levels on playtest feedback.

Dungeons & Dragons

Dungeon Master | Homebrew Campaigns | 10 Years

- Homebrewing settings, monsters, and encounters, tuning each fight to the party's composition and skill level.
- Running sessions for veterans and first-time players alike, adjusting pacing and difficulty live at the table.

GAME ENGINES

- Unreal Engine 5
- Unity
- Construct 3
- RPG Maker VX Ace
- Scratch

SCRIPTING

- Blueprint (UE5)
- C# (Unity)
- Event Sheets (Construct 3)
- C++ (learning)

PROGRAMS

- Blender
- Notion
- Trello
- Airtable
- Foundry VTT
- OBS Studio
- Camtasia
- Microsoft Office
- Google Workspace

RELEVANT SKILLS

- Encounter Design
- Boss & Enemy Behavior
- Combat Design
- Systems Design
- Level & Puzzle Design
- Difficulty Pacing
- Tuning & Balance
- Rapid Prototyping
- Playtest Iteration
- Technical Documentation
- Design Pitches & Docs

EDUCATION

Vassar College

Poughkeepsie, NY

- B.A. Physics
- Correlate in Mathematics
- Independent studies in game development