

# EVIE CHANG

## DESIGNER | 3D GENERALIST

(510) 648-4201 | eviethechang@gmail.com | www.eviechang.com  
Fremont, CA 94536

### SUMMARY

Ambitious and enthusiastic designer with a wide breadth of experience across different platforms and mediums. Self-motivated and personable with a passion for collaboration and creating unique, charming, and joyful experiences. Handmade mug enthusiast.

### EXPERIENCE

#### BUSINESS OWNER

mudmonsterclayworks | Fremont, CA | Jan 2020 – Present

Created and currently managing a small ceramics business, designing and producing products, online shop and financial management, business social media account management and growth (10k to 67k followers in 2 years), corresponding with customers, and sourcing and communicating with overseas manufacturers

#### DIRECTOR, PRODUCER, LEAD GAME DESIGNER AND ARTIST *Buddytale* | Santa Cruz, CA | Fall 2019 – Winter 2020

Storyboarded, wrote, and designed the narrative and overall visual aesthetic of the game and created most of the 3D assets, and outlined and managed production schedule

- Released on itch.io, December 2020
- Featured at Play21 Festival, November 2021

#### TEACHING ASSISTANT

University of California, Santa Cruz | Santa Cruz, CA | Sept 2018 – Dec 2020

TA for undergraduate game design senior capstone series, consulting several student game design teams on various design elements (visual, interactive, narrative, UX, etc.) throughout the process from conceptualization to show-ready prototype

#### ART DIRECTOR, LEAD ARTIST, DESIGNER

*everybody's sad* | Santa Cruz, CA | Fall 2017 – Summer 2018

Designed overall visual aesthetic of the game, created most of the 3D assets, and directed a team of other artists. Assisted with designing motion and posed based interactions for VR

- Released on Steam and itch.io, January 2019
- IndieCade 2018, Gaming Everywhere Exhibition
- Intel University Games Showcase at GDC, 2019
- DreamHack Atlanta/Winter, Best Arthouse
- Unity Award 2019 Runner-up, Best Student Game

#### HEAD STUDIO MANAGER

Merrill Pottery Cooperative | Santa Cruz, CA | Sept 2015 – Dec 2020

Handled correspondence with university administration and studio members, oversaw the studio budget, organized studio events, and managed team of volunteer staff and the general upkeep of the studio space

### EDUCATION

#### MASTER OF FINE ARTS

##### Digital Arts and New Media

University of California, Santa Cruz  
2018-2020

#### BACHELOR OF SCIENCE

##### Computer Science: Computer Game Design

University of California, Santa Cruz  
2014-2018

### SKILLS

- Blender 3D
- Adobe CS
- Physical Prototyping
- Microsoft Office
- User Testing
- Visual Communication
- User Empathy
- Interaction design
- Digital & Traditional Art
- Time Management & Multitasking
- Communication & Collaboration
- Self-studying Solidworks