

Yu-Cheng (Larry) Chang

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EDUCATION **Carnegie Mellon University, Entertainment Technology Center**

Pittsburgh, PA, May 2016

- Master of Entertainment Technology

National Taiwan University, College of Management

Taipei, Taiwan, Jun. 2011

- Bachelor of Business Administration

PROFESSIONAL EXPERIENCE **Building Virtual Worlds Sound TA, Entertainment Technology Center**

Pittsburgh, PA, Aug. Fall 2015

- Supervised and mentored 72 students creating sound, recording, and music composition for games
- Held workshops for students to learn about creating interactive sound and cooperation with a multidisciplinary team as a game sound designer/ composer

Intern in Seerflix

Composer/ Motion Graphic Designer - Bellevue, WA, Summer 2015

- Communicated frequently with team to create templates of video and audio experiences considering story structure and interest curve design
- Worked in a startup environment, constantly pitching ideas to the team and giving feedback to others

Freelance Composer

Taipei, Taiwan, Aug. 2011 – Aug. 2014

- Scored for movies, theatre productions and commercials
- Experienced with discussion with directors, music researching, managing cue sheet, sound editing, recording, mixing and mastering

ACADEMIC PROJECTS **Emotionshop, ETC Student Pitch Project**

Audio Designer - Pittsburgh, PA, Fall 2015

- Designed music and sound for 27 rapid prototyping games with 7 different emotions
- Experimented using minimum amount of sound to evoke maximum amount of emotion

Read, Electronic Arts Project

Audio Designer - Pittsburgh, PA, Fall 2015

- Designed audio that elevates the interactive reading experience for children on EA's connected TV platform
- Constantly discussed with design team about various possibilities of audio implementation and iterated design to enhance experience for audience

HONORS & AWARDS **Winner of G.A.N.G. Scholar Program**

Composer/ Sound Designer - Aug. 2015

- Selected as one of 5 student scholars to participate in the Game Sound Conference

Winner of Microsoft GameOn Contest

Composer/ Producer - Feb. 2015

- Produced a Kinect-based, Unity-built game with a team of 5 people
- Contributed interactive music and sound effects and applied them as a part of the game design

Digital Skills

Logic Pro

Pro Tools

Nuendo

Cubase

FMod

Wwise

Finale

Audition

Unity

Blender

Premiere

Final Cut

Toon Boom

Photoshop

Illustrator

Painter

Relevant Coursework

Sound Recording

Sound Mixing

Sound Mastering

Game Design

Game Prototyping &

Production

Improvisational Acting

Visual Story

Instrument Skills

Piano

Flute

Dizi

Bawu

Programming Skills

Python

Java

Language Skills

Mandarin Chinese

English

French

Japanese

Thai