

Chak Shun (Andy) Pang

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EDUCATION

Aug 2021 — Present

Bachelor of Arts, Cornell University

- **Major:** Computer Science
 - **Minor:** Game Design
 - **Relevant Courses:** Foundations of Artificial Intelligence, Computer Systems Organization, Algorithms & Data Structures, Functional Programming, Intro to iOS Development, Modern Web Development, Discrete Mathematics, Object-Oriented Programming, Linear Algebra, Multivariable Calculus
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PROJECTS

Sep 2023 — Oct 2023

Glutton-Free

- Achieved **top 20 ranking** in **Ludum Dare 54** Game Jam, creating a popular game in **72 hours** with a team of 3 under the theme "**Limited Space**"
- Engineered innovative **soft body physics** using **2D bone rigging**, elevating the gameplay experience to new heights
- Designed and implemented a seamless **UI** and **game state system**, contributing significantly to the overall user experience

Mar 2022 — Present

Together

- Initiated a **collaborative project** with fellow team members to develop, and launch a captivating 2D **story-driven platformer** game
- Conceptualized the **game plot** set in a fictional world marked by a transformative revolution that evolved into a full-scale war
- Employed Unity's **new Input System** to engineer precise and responsive controls on a wide range of input devices for individual playable characters within a **dynamic action-state framework** constructed using a **Finite-State Machine**
- Implemented an extensive array of engaging in-game abilities, such as **environment interaction** and **character-specific special moves**, enhancing player experiences and gameplay dynamics

Jul 2022 — Jul 2022

Lumiere

- Participated in **GMTK's 2023 Game Jam**, successfully conceiving and developing an original game within the intense **48-hour** time frame, guided by the theme "**Roles Reversed**"
 - Championed an innovative project that introduced a fresh perspective to medieval-themed fictional characters and their weaponry, reversing their traditional roles with their weapons
 - Implemented a robust **input system**, meticulous **game state management**, and the establishment of **core gameplay mechanics** using the **Component Design Pattern**
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COURSES

Unreal Engine 5 C++ Developer: Learn C++ & Make Video Games, GameDev.tv @ Udemy

Complete C# Unity Game Developer 3D, GameDev.tv @ Udemy

SKILLS

Languages: C#, C++, JavaScript, Python, Java, Swift, C, OCaml, HTML, CSS

Game Development: Unity, Unreal Engine, UE Blueprints

Databases: Firebase, MongoDB, MySQL, SQLite

Development Tools: Git, Bash, Unix/Linux