

Chia Yang Chang

📍 London
☎ +44 07742669217
✉ andrewtw.chang@gmail.com
🌐 linkedin.com/in/chia-yang-chang-3b1bb91a1
🌐 https://github.com/andrew0106
🌐 www.andrewtw.com

About

Full education course in **C++** and **Javascript**.
Creative technologist learned **Generative Arts, Motion Capture, Physical Computing, Machine Learning, 3D modelling**.

Background on computer graphics and product design.
Love learning new software and language.
Passion in **3D Animation, VFX** and **Visual Programming**

Skills

2D software

Adobe Photoshop, Illustrator, Premiere Pro, After Effect
Final Cut Pro

3D software

Rhino, Solidworks, Keyshot, Blender, Houdini, Unreal4, Unity

Programming software

Xcode, OpenFrameWorks, Processing, P5.js, Max/msp
Spark AR, Arduino IDE, TouchDesigner

Honors

Honorable mention, GOLDEN PIN DESIGN AWARD 2018
Honorable mention, TRANS-ACTION AWARD 2017
Quality Award, Y.S Software application AWARD 2017
Honorable mention, Mobileheroes AWARD 2017
3rd Place Award, Y.S Software application AWARD 2016
Quality Award, Mobileheroes AWARD 2016

Language

C++, JavaScript, Python3.0

ArtWorks

website: www.andrewtw.com

Instagram: @chia_yang.tw

2020_Portfolio_Video:

<https://vimeo.com/434770090>

Education

MA:Computational Arts

2019-2020 Goldsmiths College, University of London

BA:Product Design

2014-2018 Southern Taiwan University of Technology

Summer Design Camp

2017 Beijing University of Chemical Technology

Experience

Getac Technology Corporation / Taipei

2016 Industrial Designer Intern

Assist designers in executing project content.

- Participate in weekly meetings.
- Discuss weekly reading report, exploring the design elements.
- Understand the company's internal history and operation process.
- Assist supervisors in product Kick-off meetings.
- Assist colleagues in building 3D models.
- UI design for a developing detection error software.
- Creates animation simulating the experience of the **interface design**.

MiTAC Information Technology Corp / Taipei

2016 UI/UX Designer Intern

Assist designers in executing project content.

- Weekly project reports.
- Brainstorming UI and icon design.
- Produce **animation advertising design**.
- Produce **storyboard and artworks**.
- Proposal presentation to Marketing and Sales the relevant **animation** execution results.
- Sharing weekly reading essay and discuss the contemporary design.
- Participate exhibitions.