

Andy (Chak Shun) Pang

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Technical Designer with 2+ years of experience designing and implementing gameplay systems in Unreal Engine and Unity

WORK EXPERIENCE

Technical Designer Intern

Pittsburgh (Remote)

Remanom Games (Unreal Engine/C++/Blueprints, Narrative Platformer)

Jun. 2026 – Present

- Migrated the game's audio pipeline from the deprecated Sound Cues system to MetaSounds, implementing dynamic, input-responsive soundscapes to reinforce real-time player feedback and immersion across a 12-person team.
- Created level sequences and keyframed animations for in-game objects and events, supporting cinematic and interactive moments outside the core audio system work.
- Validated audio implementation through internal and external playtests (30-40 participants, including 1-2 Discord playtester sessions), iterating on sound responsiveness ahead of showcase build release.

Gameplay Engineer Intern

Toronto, Canada (Remote)

Voids Within Studio (Unity/C#, Networked Co-op Game)

Feb. 2026 – May. 2026

- Migrated reactor interactable systems from local-only logic to a distributed authority model in Photon Fusion 2, implementing owner validation checks and state replication across clients for valves and breakable/repairable pipes.
- Replaced hardcoded, per-script interaction prompts with a ScriptableObject-driven system using camera raycasting and dynamic UI, enabling modular prompts based on interactable type and state. Adopted across 10+ interactable types and empowered designers to create even more interactables for extensibility.
- Collaborated with game designers, artists, and other engineers through peer code reviews, playtesting, and gameplay documentation, ensuring implementation decisions remained aligned with design intent throughout the development cycle.

PERSONAL PROJECTS

Technical Designer

Pittsburgh, PA

Capybara vs. Granny (Unity/C#, 1v3 Asymmetric Party Game)

Nov. 2025 – Dec. 2025

- Designed and prototyped all core mechanics within the first week of a 3-week development cycle, collaborating across artists, programmers, sound designers, and producers to validate the "1+1+1>3" cooperative design pillar early.
- Balanced a multi-action stacking verb system across 5 rounds of internal and external playtesting, iterating on power, cooldowns, and player feedback to reward coordinated play without overshadowing individual contributions.
- Redesigned power balance from players' stacking system by tying shared damage and cooldowns to stacked states, and implemented a state machine to resolve animation conflicts while expanding Granny's counterplay options, and was selected for ETC's bi-annual game festival, attracting 200+ guests over 3 hours to positive player feedback.

Technical Designer

Ithaca, NY

Glitchblade (C++, 2D Action Game)

Jan. 2025 – May. 2025

- Drove a full design overhaul across 6 iterations after external playtests surfaced a 94% first-encounter death rate and 16-attempt average to beat a boss, expanding the game from a boss rush to 10+ minion types and 4 major bosses with dedicated tutorial levels; reduced death rate to 68% and attempts-to-clear to 7, showcased at Cornell's GDIAC festival.
- Designed a 2D action game combat system with an aggressive power meter loop, iterating from paper prototype through gameplay and technical prototypes, pre-alpha, and beta to full release across 9+ playtests.
- Authored and maintained a full documentation suite across the 5-month project including GDD, architecture specs, art specs, bi-weekly progress reports, and playtest reports, coordinating across concept artists, props/character artists, level designers, programmers, and sound designers.

EDUCATION

Carnegie Mellon University

Pittsburgh, PA

Master of Entertainment Technology

Expected May 2027

Cornell University

Ithaca, NY

Bachelor of Arts in Computer Science

May 2025

SKILLS

Engines and Languages: Unreal Engine, Unity, UEFN, C#, C++, C, Python, Java, JavaScript

Tools: GitHub, Perforce, Jira, Miro, Trello, Notion

Gameplay Systems: AI Behaviors, Physics-Based Interaction, Melee Combat, Networked Multiplayer

Technical Skills: State Machines, Behavior Tree, Input Handling, Animation Systems, Editor Scripting, Profiling

Design: 3C Design, Combat Design, Playtesting & Iteration, Level Design