

# Alison Chang | Blending Artistry and Technology Driving Production Impacts and Creativity.

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## SUMMARY

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**Skilled Unreal Engine Developer and 3D Artist** with a proven record of **award-winning immersive projects** and hands-on experience in **real-time production coordination**. Expert in creating **high-quality content** within **virtual production pipelines**, optimizing workflows, and leading **cross-functional teams** to achieve seamless project delivery. Passionate about leveraging **emerging technologies** and **innovative storytelling techniques** to craft engaging and **visually compelling user experiences**.

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## EDUCATION

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**New York University** | **M.Sc. in Integrated Design & Media** | New York, NY Sep 2022-Jun 2024  
**King's College London** | **B.A. in Liberal Arts** | London, UK 2018-2021

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## AWARDS AND EXHIBITIONS

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- 2024 Jun 15, *Haven*, Animation Art Expo, [Bowers Museum](#), CA, USA
  - 2024 May 23, *Haven*, "Unbound Variable" Exhibition, [Underground Art and Design](#), NY, USA
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  - 2024 May 23, *Haven*, "Unbound Variable" Exhibition, [Underground Art and Design](#), NY, USA
  - 2024 Haven, Finalist for [Independent Shorts Awards](#), CA, USA
  - 2024 Haven, Finalist for [Student Los Angeles Film Awards](#), CA, USA
  - 2024 Haven, Semi-Finalist for [Sweden Film Awards](#), Sweden
  - 2024 Haven, **Award Winner** for [Student World Awards](#), CA, USA
  - 2024 Haven, **Award Winner** for [Oniros Film Awards](#), NY, USA
  - 2024 Haven, **Award Winner** for [FIVE CONTINENT INTERNATIONAL FILM FESTIVAL](#)
  - 2024 Haven, **Award Winner** for [CKF International Film Festival](#), London, UK
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## PROFESSIONAL EXPERIENCE

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**Unreal Engine Developer, Production Coordinator** New York, NY  
[Woman Wizard Production Agency](#) (NY's Content-Driven Production Agency) Aug 2024-present

- Create **3+ immersive fantasy environments** in **Unreal Engine** optimized for **virtual production**, leveraging **high-end VFX** and custom lighting setups to enhance artistic quality and XR media compatibility.
- Facilitate **cross-functional coordination** among **producers, clients, and technical teams** to ensure efficient project timelines and technical compliance for seamless XR media production.
- Translated creative direction into optimized **scene designs**, enhancing artistic quality through advanced lighting and texture mapping in Unreal Engine.
- Serve as a **technical-creative liaison**, proactively adjusting resources and workflows to meet tight deadlines, enhancing operational efficiency for **large-scale XR projects**.
- **Coordinate client and director reviews** to ensure project outcomes align with production standards, optimizing scenes and on-set lighting integration for unified live-action and virtual output.

**Creative Director, Production Lead** New York, NY  
[Aimo Studio](#) Mar 2023-May 2024

# Competencies: Lighting, 3D modeling/texturing, Animation, VFX, Content Pipeline, Sequencers, Blueprints  
# Technical Skills: UE5, Maya, Metahuman, Ride Simulation, OSC, Motion Capture, Substance Painter

### *Selected Projects*

[HAVEN](#) (Immersive Film Production)

- Directed **creative narrative and immersive environment design**, leveraging **Unreal Engine 5** for **real-time rendering**, **3D character design**, and **advanced VFX integration** to achieve a seamless cinematic experience.
- Facilitated team alignment using **ShotGrid**, integrating feedback loops for efficient milestone tracking and project goal alignment
- Executed advanced **cinematography**, VFX editing, and **compositing techniques** using UE5, Maya, **Davinci Pro**, and **OptiTrack** for motion capture, elevating cinematic immersion with cutting-edge real-time workflows.

## GEMINI (Immersive Amusement Park Ride Experience)

- **Directed** the creation of an immersive amusement park ride experience, overseeing **creative direction**, **storyboarding**, **scriptwriting**, and **character design** to define cohesive user experience principles.
- Built and optimized **real-time environments**, **lighting**, and **animations** in **UE5** and **Maya**, designing the ride entrance, vehicle, and queue layout while refining **sound and movement effects** to enhance immersion.
- **Led the technical team** in addressing **real-time rendering challenges** and managing **timelines**, **budgets**, and **stakeholder collaboration** to ensure smooth production and alignment with creative goals.
- Awarded best project in class for demonstrating innovation, technical depth, and a seamless user experience.

## Immersive Designer, VR Product

Taipei, Taiwan

### Virtual Reality (VR) Art Project – Museum of Fine Arts

Jun 2020-Dec 2020

# Competencies: 3D modeling, VR Design, User Experience and Interaction Design

# Technical Skills: Maya, Rhino, After Effects

- **Led the development of a VR platform**, successfully proposing and securing approval from the museum. Created innovative, interactive interfaces and 3D models to recreate studios and historical characters.
- **Innovated and implemented interactive features**, such as timeline-based galleries, virtual scenes, and face-to-face interactions, improving user engagement and experience in a virtual exhibition setting.
- **Optimized user interfaces and workflows**, conducting thorough testing, focus interviews, and data analysis to ensure a seamless VR experience, resulting in a highly immersive, user-centered design.

## Creative Production Coordinator, Curation Team

Kaohsiung, Taiwan

### Kaohsiung Museum of Fine Arts

Jul 2020-Dec 2022

# Competencies: immersive and interactive design, curation, filmmaking, qualitative research, concept development

- **Planned and designed physical and VR exhibition environments**, developing interactive educational spaces to enhance user engagement and learning. Facilitated cross-department collaboration to ensure efficient production and timely setup for exhibitions and events
- **Managed documentary production tasks**, conducting interviews, data collection, filming, and editing, resulting in narrative-rich presentations that integrated artistic and historical elements.
- **Developed and implemented marketing campaigns and educational events**, boosting participant engagement and maximizing public exposure for exhibitions through strategic initiatives.

## Curatorial Project Manager, Space Design Intern

Kaohsiung, Taiwan

### Zhangqihua Culture and Art Foundation (a leading culture & art organization in Taiwan)

Jun 2018-Jul 2020

# Competencies: event and exhibition curation, concept development, project management, strategic planning

- Assisted in the **curation and execution of 5 major exhibitions**, managing concept development and space design; coordinated with artists, vendors, and institutions to ensure high-quality and timely execution.
- Planned and organized exhibitions at prominent venues including **Kaohsiung Cultural Center**, **The Pier-2 Art Center**, and **KMFA**, managing logistics and setup to optimize visitor flow and experience.
- Developed and organized **exhibition layouts** and interpretive elements, balancing artistic vision with practical accessibility, resulting in engaging and well-received public displays.
- **Oversaw production of the foundation's official magazine**, managing content creation, design, and distribution of 3000+ copies per issue, enhancing community engagement and outreach.

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## SOFTWARE AND SKILLS

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- **Creative and Technical Expertise:** Unreal Engine 5 (Worldbuilding, Blueprints, Sequencers, Niagara VFX, Metahuman), Autodesk Maya (3D Modeling, Animation, Texturing), Motion Capture (OptiTrack, Rokoko), Substance Painter, Virtual Production, Storyboarding
- **Project Management:** ShotGrid, Jira, Resource Allocation, Budgeting, Timeline Management, Risk Management
- **Collaboration:** Cross-functional Team Leadership, Client Communication, Problem-solving, Conflict Resolution

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## GENERAL INFORMATION

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- **Voluntary Experience:** Exhibition Volunteer, [Zhangqihua Culture and Art Foundation](#) (2020)
- **Government Experience:** Data Researcher, [National Science & Technology Council](#), Digital Project (2016)
- **Leadership:** Vice President of Operation, Taiwanese Society of King's College London, (2019-2020)