

Contact

www.linkedin.com/in/danchang
(LinkedIn)

www.mobygames.com/developer/sheet/view/developerId,2110/
(Other)

www.imdb.com/name/nm1643269/
(Other)

Top Skills

Wii

Video Games

Game Programming

Dan Chang

Senior Manager, Engineering at Nintendo Technology Development Inc.

Greater Seattle Area

Summary

My group supports the organization's software development efforts. I maintain customer service focus, remove obstacles facing my group, and direct resource allocation.

Experience

Nintendo Technology Development Inc.

Senior Manager, Engineering

January 2016 - Present (4 years 6 months)

Redmond, WA

I am enabling my group to work effectively by removing obstacles to productivity. The group supports our software development efforts, and includes the software quality assurance team, the build + infrastructure team, and the low-volume hardware team. We maintain a customer service focus, and we regularly review what we should be doing to maximize our contribution to the organization.

Nintendo of America Inc.

10 years 1 month

Manager, Online Technology Support

July 2009 - December 2015 (6 years 6 months)

Redmond, WA

Managing engineers that solve multiplayer networking and e-commerce programming issues for external developers making games for Nintendo platforms. Facilitating communications regarding technical issues between third-party game publishers and groups within Nintendo. Also managing internal software development projects.

(I had a slightly different title of "Project Manager, Online Technology Support" prior to July 2012. Quite a mouthful, huh?)

Project Lead, Software Development Support

August 2007 - June 2009 (1 year 11 months)

Sr. Software Engineer

December 2005 - July 2007 (1 year 8 months)

University of Washington Professional & Continuing Education
Instructor (Game Development)

January 2006 - December 2010 (5 years)

Taught the "Introduction and Graphics" class six times to six cohorts of C++ programmers. This is the first of four classes in the year-long Game Development Certificate Program.

Humongous Entertainment, Inc.

Lead Programmer

April 2000 - September 2005 (5 years 6 months)

Insomniac Games, Inc.

Programmer

April 1999 - April 2000 (1 year 1 month)

Boss Game Studios, Inc.

Senior Programmer

December 1994 - March 1999 (4 years 4 months)

Echidna

Managing Partner

October 1991 - December 1994 (3 years 3 months)

Arcadia Systems / Virgin Interactive Entertainment

Software Engineer

October 1989 - January 1991 (1 year 4 months)

MicroProse Software

Software Engineer

June 1987 - December 1988 (1 year 7 months)

Education

University of Washington

Master of Science, Computer Science & Engineering · (2009 - 2012)

University of Washington Bothell

Bachelor of Arts, Business Administration · (2006 - 2009)

University of Washington Professional & Continuing Education
Certificate, Software Product Management · (2004 - 2005)