

Titta Chan

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Portfolio: <https://tittachan.netlify.app/>

Itch: <https://titta-chan.itch.io/>

Education

- ❖ **California College of the Arts (CCA)**, San Francisco, CA | Aug 2024 – Present
BFA, Game and Interactive Media Design. Expected Dec 2027.

Experience

- ❖ **Enlighten Animation Labs** | San Francisco, CA | Nov 2025 – Present
Content Creator & Social Media Intern
 - Managed the company Instagram account by planning a content calendar, editing and publishing posts/Reels to support product marketing.
 - Conducted product testing and documented feedback to support iteration and quality improvements.
 - Reached out to creators for paid promotions.

Projects

- ❖ **Personal Website** | HTML, CSS | <https://titta-chan.itch.io/> | Jan 2026
 - Designed and built a portfolio website to showcase interactive media, games, and visual work.
- ❖ **Cream Street** | Unity, C# | <https://titta-chan.itch.io/> | Dec 2025
 - Built an interaction-driven prototype where players serve residents by triggering NPC interactions.
 - Implemented collision-based interaction logic, simple gameplay loop, and player feedback.
- ❖ **Roll a Ball** | Unity, C# | <https://titta-chan.itch.io/> | Nov 2025
 - Developed a 3-level rolling-ball prototype with progression-based objectives.
 - Implemented player controls, level completion logic, and lightweight UI.
- ❖ **Escape From Art School** | Unity, C# | <https://titta-chan.itch.io/> | Nov 2025
 - Designed an exploration prototype centered on “Press E to interact” mechanics.
 - Implemented interactable objects, triggers, and scene flow.

Skills

- ❖ **Engines:** Unity, Unreal Engine 5
- ❖ **Programming:** C#
- ❖ **3D/Art:** Blender, Procreate, Adobe Photoshop, Adobe InDesign
- ❖ **Video/Audio:** Premiere Pro, DaVinci Resolve, Final Cut Pro, Adobe Audition
- ❖ **Marketing:** Instagram Reels, Creator outreach, Content planning, Product testing