Co-founders

Rayark Inc.

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Game Producer	Chief Information Officer	CEO, Executive Producer	Chairman, CTO	Game Director	Executive Vice President
Holymars Hsieh	**Shan-Yung, Yang**	**Ming-Yang, Yu**	**Alvin Chung**	**Tony Lee**	**Jerry Chang**

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Chairman, CTO
Alvin Chung

Responsible for leading the Rayark tech team to plan technical architectures, develop products, and pursue a more stable program foundation for Rayark's game development technology.
He believes games to be a mix of art and engineering. He hopes that by crafting a next-gen gaming experience, it can establish a new look for Taiwan's software industry.

CEO, Executive Producer
Ming-Yang, Yu

As a producer, Yu has developed a variety of titles as well as assisted in production line quality control and creative thinking. He insists on combining original game design with high-quality art as the cornerstone of Rayark's game development. At the same time, he also devotes himself to making Rayark a content provider that can influence the world.

Executive Vice President
Jerry Chang

A multi-role in overall operations and marketing promotion, he established Rayark's IP chain, which is expected to extend the value of IPs from games to multiple other levels. Whether it's to create a physical storefront and develop a variety of goods, vertically extend the brand value, or hold a variety of marketing activities and horizontally expand the brand spirit, these are all carried out under his leadership.

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Game Producer
Holymars Hsieh

Producer of Sdorica. Has in-depth research and understanding of the design theory for mobile games. Excels at turning ideas into executable and sustainable products. At the same time, she is the project director, responsible for project recruitment, assessment, and personnel assignment. She also assists the company's various projects to solve planning issues.

Game Director
Tony Lee

Currently responsible for the execution of "DEEMO". Plays the role of supervising, planning and marketing for several games' development. Has his own unique insights regarding the game industry and is willing to share his experience with the industry. This way, he can better understand the players to stimulate different creative sparks.

Chief Information Officer
Shan-Yung, Yang

Graduated from Communication and Multimedia Laboratory (CML) of NTU. He led the development team to perform various development and transplantation work. Currently responsible for the establishment and maintenance of the software and hardware of the development team, the recruitment of technicians and the improvement of the game development process.

Thank you!