

Brian Chan

bchan.org | [linkedin.com/in/bchan](https://www.linkedin.com/in/bchan)

I'm a game designer with 14+ years of experience across VR, mobile/social, AAA console, and independent development. As a design lead and mentor, I drive collaborative process that is rational, holistic, pragmatic, thorough, and transparent. My recent credits include:

<i>Farlands</i>	Game Designer	2016, Oculus Rift
<i>Captain Forever Remix</i>	Programmer	2015, PC/Mac/Linux
<i>Plants vs. Zombies 2: It's About Time</i>	Designer	2013, iOS/Android
<i>Plants vs. Zombies Adventures</i>	Senior Game Designer	2013, Facebook
<i>Rock Band Blitz</i>	Lead Designer	2012, XBLA/PSN
<i>Rock Band 3</i>	Senior Designer	2010, 360/PS3/Wii/DS
<i>Mercenaries 2: World in Flames</i>	Senior Designer	2008, 360/PS3/PC
<i>Mercenaries: Playground of Destruction</i>	Designer	2005, Xbox/PS2

Experience

Self-employed. Independent Game Developer. October 2012 – present. San Francisco, CA.

- Created *Captain Forever Remix* as part of a 2-person indie team. Built in Unity for PC/Mac/Linux, published via Steam. Numerous duties included programming, design, production, and marketing.
- Design consultant for Harmonix's VR titles *Rock Band VR* and *SingSpace* and 5th Cell's *Scribblenauts Unmasked*.

Oculus VR. Game Designer. July 2015 – April 2016. Seattle, WA.

- Designed systems, progression, and narrative for internally-developed Rift launch title, *Farlands*.

PopCap Games. Senior Game Designer. May 2013 – March 2014. San Francisco, CA.

- Owned the design of major post-launch systems and content for free-to-play *Plants vs. Zombies* games on mobile and Facebook, including: PvP, appointment mechanics, expansion content.

Harmonix Music Systems. Senior Designer. June 2009 – May 2012. Cambridge, MA.

- Curated a collaborative, interdisciplinary design process for many critical game systems/features, including: core mechanics, metagame/progression, tuning/balancing, competitive/cooperative play, UI/UX, economy, DLC purchase incentivization, Facebook connectivity, social mechanics.
- Developed proposals for new games, later pitched to leading publishers.
- Served as design liaison for external Wii, DS, and Facebook development partners.
- Promoted games via international press events and media interviews.

Pandemic Studios. Senior Designer. July 2003 – May 2009. Los Angeles, CA.

- Led Lua scripting effort, architecting all major systems and guiding 20+ designers and engineers.
- Held design and implementation responsibilities across numerous game systems and missions, including: game structure, objectives, UI/UX, in-game cinematics, persistent open world systems (e.g. dynamic population, faction relations), game state saving/loading, level design, story/writing.

Education

B.A., Computer Science, New York University, 2003