

Brian Chan

bchan.org | [linkedin.com/in/bchan](https://www.linkedin.com/in/bchan) | bee.chan@gmail.com

Game designer and creative leader with 24+ years experience across AAA, VR, mobile, social, and indie

Specialties: team leadership, design direction, systems design, UX/UI, scripting (Blueprint, C#, Lua)

Fortnite Festival Lead Designer

FUSER Lead Designer

Concrete Genie Senior Designer

SingSpace Designer

Farlands Game Designer

Captain Forever Remix Programmer

Plants vs. Zombies 2 Designer

Plants vs. Zombies Adventures Senior Designer

Rock Band Blitz Lead Designer

Rock Band 3 Senior Designer

Mercenaries 2 Senior Designer

Mercenaries Designer

Epic Games Lead Designer

11.2021 – 3.2026

- Directed and oversaw game design of *Fortnite Festival*, through concept, launch, and live service.
- Defined Festival creative vision, release strategy, and roadmap, in coordination with team leads.
- Represented Festival leadership in liaising with Fortnite leadership, publishing, and dev teams.
- Helped lead a 100+ developer team. Managed and mentored 10+ game designers.

Harmonix Music Systems Lead Designer

12.2017 – 11.2021

- Successfully pitched *FUSER*, a \$20M+ new music game IP, to publishers.
- Led creative vision and game design for *FUSER* and other unannounced projects.
- Acted as studio discipline principal for game design, mentoring designers to craft excellence.

Sony Interactive Entertainment America Senior Game Designer

2.2017 – 12.2017

- Prototyped *Concrete Genie's* PlayStation VR companion experience in Unreal Engine 5.
- Mentored and managed design interns, providing guidance on design and Blueprint scripting.

Self-employed Independent Game Developer

10.2012 – 2.2017

- Programmed *Captain Forever Remix* in Unity (C#) on a 2-person indie team. Published via Steam.
- Contracted for design contributions to Oculus VR's internally-developed Rift launch title *Farlands*, Harmonix's VR titles *Rock Band VR* and *SingSpace*, and 5th Cell's *Scribblenauts Unmasked*.

PopCap Games Senior Game Designer

5.2013 – 3.2014

- Designed post-launch systems/content for *Plants vs. Zombies* games on mobile and Facebook.

Harmonix Music Systems Senior Designer

6.2009 – 5.2012

- Curated design process for critical game features, including: core mechanics, balancing, UI/UX, progression, economy, social mechanics, DLC purchase incentives, Facebook connectivity.
- Promoted games via international press events and media interviews.

Pandemic Studios Senior Designer

7.2003 – 5.2009

- Led Lua scripting effort, architecting all major systems and guiding 20+ designers and engineers.
- Designed and implemented systems and content for the *Mercenaries* open-world shooter series, including: progression, UI/UX, open world systems, save/load, level design, cinematics, narrative.

BA, Computer Science, New York University, 2003