



# PHILLIP CHAN

## DESIGN DIRECTOR

### CONTACT

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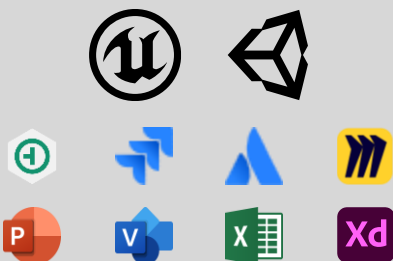
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### SHIPPED TITLES



### TOOLS



### WORK EXPERIENCE

#### DESIGN DIRECTOR | DEEP SILVER FISHLABS

2022 – PRESENT  
Design Director  
*Project White/Black*

- Directed the Design Team for Project White
- Developed Pitches for external stakeholders
- Staffing, Planning, Budget allocations

2019 – 2022  
Creative Lead  
*Dead Island 2*

- Primary vision holder for 30+ multi-disciplinary team for Dead Island 2 Co-Development

2018 – 2019  
Feature Lead  
*Chorus*

- Led UI/UX Feature Team
- Led Meta-Game Feature Team

2016 – 2018  
Senior Designer  
*Dead Island: Survivors*  
*Agents of Mayhem VR*

- Designed Social and Economy features for Dead Island: Survivors
- Selected for VR and Mobile -> Console Port prototype teams

#### LEAD DESIGNER | 4TH FLOOR STUDIOS

2015 – 2016  
Lead Game Designer  
*Nightshade/Corpus Cell*

- Led UI/UX Team
- Led Game Design Team
- Stakeheld for design on Tech & Tools Team

#### SYSTEM DESIGNER | CARBINE STUDIOS

2011 – 2014  
Systems Designer  
*Wildstar Online*

- Designed Economy / Items / Crafting Systems

#### GAME ANALYST | NCSOFT CORP.

2010 – 2011  
Game Analyst  
*Multiple Projects*

- Reported metrics, analysis, and recommendations for *Aion Online*, *City of Heroes*, and *Guild Wars 2*

#### CONTENT DESIGNER | EA MYTHIC

2008 – 2009  
Content Designer  
*Warhammer Online*

- Implemented Economy / Items / Tradeskill content
- Designed post-launch Tradeskill systems

### EDUCATION

#### BACHELOR OF INTELLIGENCE STUDIES

2005-2008  
Charles Town, WV

- Class of 2008

#### ASSOCIATE OF APPLIED SCIENCES, KOREAN LANGUAGE

2005  
Defense Language Institute

- Class of 2005