

Brian Chan

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Summary

Versatile game designer/programmer with equal passion for high-level vision development, mid-level mechanic design, and low-level technical implementation.

Experience

Harmonix Music Systems. Cambridge, MA. June 2009 – present.

Rock Band Blitz (XBLA/PSN)
Rock Band 3 (360/PS3/Wii/DS)

Lead Designer
Senior Designer

- Curated a collaborative, cross-disciplinary design process for numerous game systems
- Led the design of a forthcoming title with microtransactions and deep social network integration
- Conceived and pitched a social game concept to market leaders
- Successfully pitched a new motion-based IP, later developed into a publisher-facing demo
- Served as design liaison for external Wii, DS, and Facebook development partners
- Promoted games via international press events and media interviews

Pandemic Studios. Westwood, CA. July 2003 – May 2009.

Mercenaries 2 (360/PS3/PC/PS2)
Mercenaries (PS2/Xbox)

Senior Designer
Designer

- Led Lua scripting effort, architecting all major systems and mentoring fellow designers
- Made key contributions to high-level concept, story, mission design, and system design
- Managed a 10-engineer task force in feature implementation
- Served as documentation editor, vetting submissions and enforcing writing standards
- Created novel “design database” in PHP/MySQL during off-time
- Programmed a high-level game prototype in C++

Black Ops Entertainment. Santa Monica, CA. March 2003 – July 2003.

Terminator 3: Rise of the Machines (PS2/Xbox/GC)

Designer

Knowledge Adventure. Culver City, CA. Summers of 1998 – 2002.

American Idol (PC)
Jurassic Park: Scan Command (PC)
Math Blaster: Cross Terrain Challenge (PC)
Code Head (PC)
Math Blaster Ages 8-9 (PC)

Additional Programming
Level Designer
Technical Developer
Technical Developer
Technical Developer

Education

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