

# Derek Chan

## Game Designer

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### EDUCATION

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**Carnegie Mellon University (CMU): Entertainment Technology Center (ETC): Pittsburgh, PA**  
Master of Entertainment Technology May 2021

**University of Chicago:** **Chicago, IL**  
Bachelor of Arts in Psychology June 2017

- Relevant Courses: Building Virtual Worlds, Visual Storytelling, Improvisational Acting, Intro to Game Design, Statistical Methods and Applications

### ACADEMIC PROJECTS

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**Building Virtual Worlds:** Aug 2019

- Collaborated on two-week projects on 5-person teams pursuing innovative designs for cutting-edge platforms as an artist and producer
- Deployed experiences to HTC Vive, Magic Leap, and other non-traditional input devices
- Designed, playtested, and technically communicated design choices to team members
- Modeled, textured, and animated 3D models using Maya, Substance Painter, and Unity

### PERSONAL GAMES AND PROJECTS

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**Robbers: Lead Designer** Aug 2018 - Jan 2019

- 3-5 player semi-cooperative card game of bluffing, theft, and betrayal, 40-60 min playtime
- Designed, playtested, and implemented card-draw, lying, and bluffing mechanics
- Designed graphics of cards and instructions using InDesign

**Delivery: Lead Designer** Nov 2018 - Jan 2019

- 3D action role-playing game based on Studio Ghibli's *Kiki's Delivery Service*, 8 hour playtime
- Codified core design goals based on themes from film
- Designed user-interface and menu concept using InDesign

**PIDGA: Pittsburgh Board Game Jam: Producer, Designer** Oct 2019

- Foreign Lands, awarded "Most Creative Use of Materials"

**New York City Global Game Jam: Designer** Jan 2019

### EXPERIENCE

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**The Parasite, College Orientation Alternate Reality Game:** **Chicago, IL**  
Game Designer Jan 2017 - Sep 2017

- Designed, playtested, and implemented transmedia mechanics for 1500 incoming freshmen
- Designed and playtested audience interaction pamphlets for a game where players interact with a silent film in the style of *The Rocky Horror Picture Show*
- Revised and adapted previous experience designs around the theme of sound as a means of communication and expression using tin-can telephones, gothic revival cathedral, and ska-punk band
- Performed as a fictional character in 7 separate 2-hour in-person interactions with players
- Wrote and edited an acting handbook and fictional lore guide for actors' reference

### SKILLS

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- **Applications:** Unity, Twine, InDesign, Maya, Substance Painter, Microsoft Office Suite, Google Suite, Git, Perforce, Trello, Slack, Premiere, Visual Studio
- **Design:** Creative direction, Rapid prototyping, playtest, technical communication
- **Leadership:** Project management, stage management, playtest coordination, Agile, Scrum
- **Performance:** Acting, musical composition, Improv comedy, directing, pitch presentation
- **Languages:** Spanish, Mandarin, French, and Portuguese
- **Programming languages:** C++, C#, R, Python, Scratch