

Derek Chan

www.derekwchan.com

PROFILE

Derek Chan is an interaction designer and game designer who devotes his work to understanding how game dynamics can be powerful agents of long-term behavior change. His practice involves applying game design principles in the user experience process.

EXPERIENCE

Senior Interaction Designer, R/GA

July 2011 - present

Interaction Designer, The Philip Johnson Glass House / SVA

October 2009 - May 2010

Led the project's Discovery phase, contributing with interviewing thought leaders in the design community, synthesizing research data, concept exploration, and creating and presenting deliverables to the client.

User Experience Designer, Interactive Partners

August 2007 - May 2009

Engaged in all areas of the user experience design process. Responsible for creating a variety of user experience deliverables, including sitemaps, concept models, wireframes, and content inventories. Collaborated and led projects with clients including, the BBC, Showtime Networks, and Madison Square Garden.

Systems Administrator, Oyen Wiggs Green & Mutala LLP

May 2006 - June 2007

Provided IT support for all employees. Responsible for writing technical documentation for protocols, policies, and instructions for office hardware and software. Was also called upon to lead software training seminars for employees of all levels.

EDUCATION

School of Visual Arts

MFA, Interaction Design
2011

Thesis project explored the social touchpoints of playing a video game in the physical world.

Simon Fraser University

BA, Communication
2006

Critical analysis of the media with a focus on its effects on technology, society, and culture.

TOOLKIT

Competitive Analyses
Concept Models
Content Audits
Experience Briefs
Game Design Documents
Personas & Scenarios

Process / Task Flows
Prototypes: Physical & Digital
Sitemaps
Storyboards
User Journeys
Wireframes & Specifications

REFERENCES

Available upon request.