

Phillip Donovan

Game Designer

Bangkok, Thailand
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Overview

Game Design expert and consultant with a passion for assisting young studios and companies entering game development. Skilled in leveraging AI technologies to streamline development processes. Proficient in Systems Design, Combat Design, and include a versatile technical skillset.

Experience

Mudtek/ Game Director - Design Director

May 2024 - CURRENT, REMOTE

Initially brought on as a consultant, I was soon hired as Design Director to lead the design in every aspect and bring much-needed experience to the team. After a restructuring I was quickly elevated to Game Director, acting as the overseer of the whole project, and working with the Art Director and Technical Director to achieve our vision.

As the chief of game design, level design, and narrative design, I oversee and conduct the design of Dimraeth, an open-world multiplayer pixel art RPG.

- Implemented a benchmarking procedure to identify core strengths, enhancing development efficiency and clarity.
- Collaborated with the Art Director to create a unified look and feel, achieving a cohesive world and character design.
- Partnered with the Technical Director to adopt designer tools, empowering designers with direct control over content creation.
- Introduced various AI workflows, significantly increasing speed and efficiency in production.
- Overhauled and unified the game loop, establishing a coherent and engaging game identity.
- Work with all parties to structure the production plan that will lead us to our major milestones.

Chillchat / Game Designer

January 2023 - April 2024, BANGKOK THAILAND

As the first Game Designer hired at Chillchat, I collaborated directly with the Game Director and spearheaded the design of every aspect of their MMORPG.

- Conceptualised, documented and oversaw implementation for every feature in the game.
- Designed over 20 Monsters and character classes, as well as over 100 spells & abilities.
- Planned and conducted over 30 play test sessions with play testers

- When the studio decided to pivot game direction, I provided the initial concept, game loop and pitch that was compared against others and accepted, becoming the new game.

Bible X / (Contract) Game Designer

SEPTEMBER 2022, REMOTE

A brief remote contract with Bible X.

- Designed and built a 40 minute portion of their game which included 2 quests. This included game design documentation, narrative design, Level Design and Unreal prototyping.

Skyros (Mod Project) / (Volunteer) Quest Designer & Writer

SEPTEMBER 2022 – CURRENT, REMOTE

As a member of the Quest writing team for Skyros, I design and write quest flow and dialogue for the Mods quests.

- Designed and wrote two 60+ page main quest outline for major quest branches
- Designed and wrote 3 full quests

SMG Studio / Junior Quality Assurance

FEBRUARY 2017 – FEBRUARY 2018, SYDNEY, AUSTRALIA

While at SMG Studio I worked as half, later one-third of a quality assurance team and had the opportunity to design maps for RISK Global Domination.

- ♦ Performed QA for 2 projects, one in live-ops the other in development
- ♦ Designed 2 released map pack DLCs comprised of 10 maps

Third Comma Games/ Game Designer & Developer

2012 - 2017, SYDNEY, AUSTRALIA

As a solo indie creator, designer and developer, I designed and developed all aspects of my names while collaborating with artists.

- ♦ Designed, built and published 3 mobile puzzle games on iOS and Google Play using Unity.
- ♦ Prototyped countless concepts when choosing my next project

Education

QANTM College / Game Design Degree - Bachelors of Interactive Entertainment (Major in Games Design)

2010 - 2012, SYDNEY AUSTRALIA

Awards

Top ~1% leaderboard ranking in both Oceanic and North American regions for online strategy game 'Team Fight Tactics'

Winner of the Young & Well CRC Game Design Competition 2013

2nd Place NSI Game Jam 2015

Skills

Programming

- C#
- Python
- Blueprints
- Pine Script

Engines & Tools

- Unity
- Unreal
- GitHub
- Adobe Photoshop & Illustrator

Misc.

- Microsoft Word & Excel
- Notion
- Linear
- Jira
- LLM workflows (ChatGPT)
- Stable Diffusion

Links

Portfolio: www.phillipashgamedesign.com

LinkedIn: www.linkedin.com/in/phillip-donovan-8a5533251/