

CHRIS CHAN



ART DIRECTOR

WORK EXPERIENCE

Digitas, 2021-Present
Senior Art Director

BBDO NY, 2015-2021
Senior Art Director

iCrossing, 2014
Creative Intern

Dom & Tom, 2013
Design Intern

INDUSTRY AWARDS

FAB Awards
Gold x2, 2018

Webby's
Shortlist, Native Advertising, 2018

One Show
Shortlist, Digital, 2018

Cannes
Shortlist, Social, 2017

Epica
Bronze, Digital/Social, 2017

Young Lions
U.S. Runner-Up, Print, 2016

EDUCATION

VCU Brandcenter, 2015
MBS, Advertising/Art Direction

New York University, 2009
BFA, Drama

SKILLS

Adobe
Photoshop, Illustrator, InDesign,
After Effects, Lightroom

Analog
ink brush and pen, watercolor,
B+W film development

Photography
event, product, portrait, macro

Tabletop Game Design
PUBLISHED DESIGNS:
The Night Cage, Smirk and Dagger Games

RECOGNITION:
Cardboard Edison, Finalist, 2022
Ion Award, Light Games, 2019 & 2022.
Board Game Design Workshop, 2021
Pax South Indie Showcase, 2019
Board Game Design Lab, 2019
Dream Hack, 2019

CONTACT

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