

# David Phillips

Product Manager | Games and Simulations

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## About Me

Product Manager with over a decade of experience delivering game and simulation products across healthcare, education, and military institutions. Expert in owning product roadmaps, gathering requirements, defining scope, and driving products from concept through release using Agile methodologies. Proven in leading cross-functional teams, conducting market research, and aligning stakeholders around a clear product vision to consistently deliver complex, multi-platform solutions to clients on time and within budget.

## Key Skills

- Agile Project Management
- Multiple Released Games
- Cross-Functional Leadership and Team Management
- Stakeholder and Client Collaboration
- Roadmap Planning and Ownership
- Live Demos & Market Research
- Strategic Planning
- Process Improvement
- Communication & Problem-Solving
- Requirements & Documentation
- Generative AI
- Jira
- ClickUp
- Confluence
- GitBook
- GitHub
- Figma
- Unity
- C#
- Mobile & VR Development
- Design & Production Tools

## Work Experience

### GigXR Inc. – Venice, CA

Product Manager | 2022–2025

- Directed cross-functional teams in developing HoloScenarios, a suite of mixed reality training apps for HoloLens and Quest VR along side other projects.
- Managed and released multiple game products for various institutions such as healthcare, education and military.
- Built and maintained product roadmaps in ClickUp, driving sprint planning, prioritization, and delivery execution
- Supported Unity development to ensure technical quality and on-time milestones.
- Presented live demos at industry conferences and gathered market insights to inform product strategy.
- Practiced Agile methodologies including Scrum, sprint planning, grooming, retrospectives and daily standups to maintain alignment and velocity.

## **Pinnacle Solutions Inc. – Huntsville, AL**

Game Design Manager | 2016–2022

- Managed a multidisciplinary team of developers through the full production pipeline to design, develop, and publish multiple military vehicle training simulations for the US military.
- Contributed to the development of core systems and internal developer tools using Unity and C# across various simulation projects.
- Utilized project management tools such as Jira, Git, and Confluence to coordinate workflows, track progress, and maintain alignment across teams within Agile frameworks.
- Developed and deployed applications across multiple platforms, including mobile, desktop, and immersive technologies such as VR and AR for the Meta Quest.
- Maintained an active Federal Secret Security Clearance while working at Pinnacle Solutions.

## **Camber Corporation – Huntsville, AL**

Unity Game Developer | 2015–2016

- Collaborated with developers and artists to design and build interactive training simulations using Unity and C#.
- Worked closely with the 3D art team to import, optimize, and integrate assets into simulation environments.
- Programmed in-engine systems including pathfinding, AI behavior, physics interactions, and particle effects.
- Developed and published simulation applications for military use, including Strikeforce, an award-winning project recognized at I/ITSEC.
- Maintained an active Federal Secret Security Clearance while working at Camber Corporation

## **Microbiology & Molecular Genetics Lab – Michigan State University, MI**

Unity Game Developer | 2012–2015

- Conducted research in genetics and machine learning using interactive Unity simulations.
- Worked on grant proposals and delivered live project demonstrations at academic conferences.
- Created assets and development tools to support the team's educational games, gaining proficiency in C#, Unity, Photoshop, and Maya.
- Maintained and optimized a large codebase while collaborating with other developers to produce an educational game focused on microevolution.

## **Education**

- Michigan State University – B.A. in Media Arts and Technology, Major: Game Design and Development, Specialization: Games, Web, and Interactive Media