

David Phillips

Technical Product Manager

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About Me

Technical Product Manager with over ten years of industry experience delivering high-quality games and simulations across healthcare, education, and military institutions. Skilled in Agile methodologies, leadership and cross-functional team collaboration. With a technical background in game design and development, I understand how production decisions affect all teams and the importance of keeping priorities clear with a realistic scope. I am able to easily work with engineering, art, design, and production teams while coordinating with clients to successfully deliver products on-time and within budget. I have led multiple projects that received industry recognition and awards, reflecting a consistent standard of quality and delivery.

Key Skills

Product & Leadership

- Roadmap Ownership & Release Planning
- Agile / Scrum Production, Sprint Planning & Backlog Management
- Scope Definition, Clear Requirements Documentation & Risk Managements
- Cross-Functional Team Leadership
- Stakeholder, Client & Executive Communication
- Delivery Planning Across Schedule, Budget & Quality Goals

Game Design & Development

- Systems & Gameplay Mechanics Design
- Gameplay Loop Development
- Rapid Prototyping in Unity
- UX design
- Playtesting & Iteration
- VR & AR Production

Technical & Tools

- Unity / C# Development
- Cross-Platform Development: PC, Mobile, HoloLens, Quest
- Project Management Tools: Jira, ClickUp, Azure DevOps
- Documentation Tools: Confluence, GitBook
- Version Control: GitHub / Git
- Collaboration & Design Tools: Figma, Miro
- Generative AI Tools: Gemini, Codex, ChatGPT
- Microsoft Office Suite
- Creative Tools: Blender, Maya, Photoshop, Audacity, Clipchamp)

Work Experience

GigXR Inc. – Product Manager | 2022–2025

- Created and owned product roadmaps for XR online multiplayer training applications such as HoloScenarios on HoloLens and Quest, guiding development from requirements through release.
- Led engineering, art, and design teams through sprint planning, backlog prioritization, and milestone execution following Agile methodologies
- Delivered multiple interactive training products for healthcare, education, and military clients

- Managed scope, risk, and cross-team dependencies to ensure on time delivery.
- Presented live product demonstrations at industry conferences to support product visibility and market validation.
- Contributed to product strategy by gathering user feedback and aligning features with client needs.

Pinnacle Solutions Inc. – Game Design Manager | 2016–2022

- Managed large teams through full production cycles and release for multiple military training simulations such as the Virtual Maintenance Trainer for many different types of military vehicles.
- Defined feature scope and coordinated engineering and design efforts across multiple concurrent projects.
- Maintained delivery timelines using Jira, Confluence, Git, and structured Agile workflows.
- Oversaw implementation quality to ensure products met technical and performance standards.
- Supported deployment across desktop, mobile, VR, and AR platforms.

Camber Corporation – Unity Game Developer | 2015–2016

- Contributed to development of interactive military training simulations for helicopters and drones.
- Supported feature implementation and cross-team coordination during production milestones.
- Shipped the training game MUM-T Strikeforce, an award-recognized project highlighted at I/ITSEC.

Microbiology & Genetics Lab, Michigan State University – Unity Game Developer | 2012–2015

- Developed interactive educational games used in academic research and presentations
- Contributed to grant-supported projects and presented work at conferences to gain market insight.
- Maintained and improved large-scale codebases supporting game systems.

Education

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