

Daniel Kitchen
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Confident and compassionate Executive Producer with over 10 years of experience managing multiple AA and AAA cross-platform development teams. Skilled game programmer with the unique insight into the process of managing complex cross-team projects. Hands-on producer experienced at managing and mentoring creative talent and setting the course for successful game development from the earliest stages through launch and post launch operations and updates. Team Leader with excellent problem solving skills and the ability to identify and resolve blockers in a fast-paced development environment.

EXPERIENCE

Sr. Producer Oct 2014 - Present

Tiki Interactive, LLC, Hackensack, NJ

- Responsible for timely delivery of quality game features and content
- Manage offshore teams of programmers, artists and QA resources while creating and managing project backlog, sprints and master production schedules
- Oversee team development from game inception to QA testing
- Recent Game Production clients include: Mythical Games - EPIC SPELL WARS™ (Steam), Ultimax Games - STONEHOLD™ (Steam), Majesco Entertainment - GEMINOSE™ (Switch), Razorfish Agency - HELLMANN'S EGG DROP™ (Snapchat)

Executive Producer Oct 2009 - Oct 2014

Gameshastra, Princeton, NJ

- Managed production staff while defining and continually improving team development processes
- Ran scrums and production meetings to ensure effective communication of goals, tasks, progress and blockers
- Communicated and strategized with publisher and external development partners

Executive Producer Jan 2006 - Jun 2009

Skyworks Interactive, Hackensack, NJ

- Designed and produced original and licensed F2P casual games for Candystand.com, ESPN Arcade and world-class brands including Nabisco, CBS, Kraft, Wrigley, Columbia Pictures, Miller Brewing, Discovery Channel and NESTLÉ'S
- Led the development of 16 iPhone apps with 90% reaching Top 100 ranking in iTunes Store
- Established and refined content pipelines and development processes for development teams

Game Director

Jan 2000 - Jan 2006

Majesco Entertainment, Edison, NJ

- Produced over 50 games for a variety of platforms including GBA, DS, Game Cube, PS2, XBOX, PC
- Managed teams of internal programmers, artists and QA personnel while overseeing all aspects of development and licensing
- Identified and managed offshore teams of developer and artists
- Organized, vetted and tracked all work requests for development teams

EDUCATION

Computer Science and Electrical Engineering Studies

Fairleigh Dickenson University, Teaneck, NJ

SKILLS

Expert in: Strong Leadership and Mentoring Skills, Strong Organizational and Prioritization Skills, Excellent Spoken and Written Communication Skills, Game Development and Production Skills, Project Management and Launch Operations, Excellent Time Management Skills, Programming, Ability to Negotiate and Drive Action Items, Managing Complex Projects, Expert with Jira, Confluence, Microsoft Office and G-Suite including Excel and Google Sheets, Skilled in Managing and Running Live Game Operations, Strong Work Ethic, Expert at getting games completed and released

HONORS & AWARDS

Featured Game Designer - 2017

- Amazon Prime Series [BATTERIES NOT INCLUDED Series - Season 6](#)

Game Industry Speaker - 2018

- Retro Game Cons

Honored Inductee and Lifetime Member - 2016

- [National Videogame Museum](#)

Technical Director - 2006

- Sony Pictures/Happy Madison's [GRANDMA'S BOY](#) feature film

Honored Member - 2004

- Int'l Game Design Association

Featured Game Designer - 2020

- Time Force Gamer Studios Video "[DAN KITCHEN - FOUR DECADES OF DEVELOPMENT](#)"