

DANIEL KITCHEN

Game Product, Studio & Interactive Engagement Executive

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200+ Released Games | \$30M+ Revenue Growth | Product Leadership | Gamification
Mobile • Casual • AAA • Branded Entertainment

EXECUTIVE SUMMARY

Product and Game Development Executive with 25+ years leading hit digital products, publishing initiatives, gamification platforms, and game studios across console, mobile, social, and branded entertainment. Credited on 200+ commercially released games with expertise spanning product strategy, monetization, licensing, publishing, stakeholder management, Agile development, and global team leadership. Proven success driving multimillion-dollar growth, launching top-ranked games, and building partnerships with Disney, Warner Bros., Nickelodeon, Pokémon, Zynga, Showtime, Home Depot, Hasbro, Kraft, Nestlé, and Unilever.

CAREER HIGHLIGHTS

- Credited on 200+ commercially released games across console, mobile, social, and branded platforms
- Generated \$30M+ in revenue growth through publishing, licensing, and platform innovation
- Closed \$11M+ in new business across executive leadership roles
- Led global teams of 200+ developers, artists, QA, production, and localization personnel
- Produced Top-100 ranked mobile products and award-winning social games
- Delivered products and partnerships involving Disney, Warner Bros., Nickelodeon, Pokémon, Zynga, ESPN, Showtime, Home Depot, Kraft, Nestlé, and CBS

CORE EXPERTISE

AI Workflow Optimization • AI Prompt Engineering • AI Tool Proficiency • Product Strategy • Game Development • Product Lifecycle Management • Studio Operations • Publishing & Distribution • Gamification • Strategic Partnerships • Licensing • Business Development • Cross-Functional Leadership • Agile / Scrum • Stakeholder Management • Go-To-Market Strategy • Monetization • P&L Ownership • KPI / OKR Tracking • Global Team Leadership

PROFESSIONAL EXPERIENCE

Tiki Interactive, LLC | Director of Product & Operations | Oct 2014 – Present

- Generated \$6M+ in new business through strategic partnerships and enterprise digital engagement initiatives for brands including Unilever, Hellmann's, GAF, Showtime, Home Depot, and Disney
- Lead end-to-end product development from concept to launch for gaming, branded entertainment, and gamification initiatives

- Direct cross-functional teams across engineering, art, QA, production, and marketing using Agile methodologies, sprint planning, backlog management, and KPI tracking
- Partner with executive stakeholders to align product execution with business objectives, revenue targets, and customer engagement goals

Gameshastra | Director of Product Development | Oct 2009 – Oct 2014

- Generated \$4M+ in new business during first year while improving global operational efficiency and cross-team collaboration
- Led development and launch of digital products generating \$5.4M in profit
- Managed strategic distribution partnerships with Playdom, Disney Mobile, Zynga, and Facebook including Gardens of Time, ranked in Facebook’s Top 10 with 16M+ MAU
- Directed global offshore teams and optimized resource allocation, schedules, and delivery execution

Skyworks Interactive | VP, Business Development & Product Strategy | Jan 2006 – Jun 2009

- Generated \$1.6M in new business within six months through partnerships and digital publishing initiatives
- Led development of 16 mobile titles, with 90% reaching Top-100 iTunes rankings
- Directed product planning, concept validation, launch execution, monetization, and live-ops management

Majesco Entertainment | VP, Product Development | Jan 2000 – Jan 2006

- Co-created the GBA Video Platform, contributing to \$30M+ revenue growth
- Produced 70+ licensed games for Disney, Warner Bros., Nickelodeon, Hasbro, Pokémon, and Konami
- Helped transition company from re-manufacturer to publisher through launch of first 25 licensed handheld titles

EDUCATION

Studies in Computer Science & Electrical Engineering — Fairleigh Dickinson University

INDUSTRY RECOGNITION

- Lifetime Inductee — National Videogame Museum
- Industry Speaker & Thought Leader
- Featured Designer — [Amazon Prime Series BATTERIES NOT INCLUDED](#)
- Featured Game Designer — [“Dan Kitchen: Four Decades of Development”](#)
- 2024 Retro Game of the Year — CASEY’S GOLD™
- Lifetime Member — International Game Design Association
- Game Technology Expert Witness — Patent & Trademark Cases