

# Dan Kitchen

## Game Design Professional

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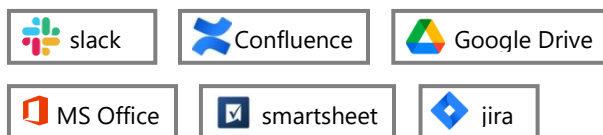
Greater Hartford, CT Area



## SUMMARY

- Accomplished Game Design Professional with over 20 years of experience as a Designer, Producer, Creative Director, Game Visionary and Licensing Expert
- Skilled Game Programmer with a unique insight into the process of creating and releasing Casual F2P Games on time and within budget constraints
- Talented Game Producer with the expertise to identify and manage global Art, Engineering and QA Teams
- Expert at crafting "fun engaging game play"

## PROJECT MANAGEMENT TOOLS



## CAREER HIGHLIGHTS

### Designer of Top Ranked Casual Games

Passionate Designer of numerous F2P Casual Games including SUDOKU, MINIATURE GOLF, SOLITAIRE, BOWLING, BILLIARDS, TEXAS HOLD 'EM and PING PONG for mobile and online game portals

### Producer of 140+ Commercially Released Titles

Experienced Game Producer credited with over 140 commercially released titles across mobile, online and console platforms generating over \$100MM in revenue

### Creator of Top-Tiered Branded Games

Talented Creator of games based upon top-tiered brands including GOLDEN NUGGET, CAESAR'S PALACE, THE SIMPSONS, SPIDERMAN, JAWS, CRASH & SPYRO, GHOSTBUSTERS, and DISNEY'S GOOFY

### Renowned Game Designer

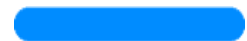
Renowned Activision Designer of Classic Retro Games CRACKPOTS™, KUNG-FU MASTER™, GHOSTBUSTERS™, COMMANDO™, DOUBLE DRAGON™, RIVER RAID II™ and CROSSBOW™

## GAME DESIGN SKILLS

- Take game projects from inception through completion and release
- Create and manage all Game Design Documentation
- Develop and manage Project Roadmaps defining backlogs and deliverables
- Identify and mitigate project design and development risks
- Manage project scope and budget within design and delivery constraints
- Collaborate with development partners, cross-company teams and studio leadership
- Manage project scope and budget
- Guide engineering teams from concept through release across required platforms

## SKILLS/STRENGTHS

Casual and Mobile  
Game Design



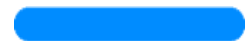
Craft and Manage  
Design Docs



Game Production &  
Asset Management



Match Brands with  
Game Concepts



Lead Engineering  
Design Efforts



Global Outsourcing  
Expertise



Expertise to Finish  
and Ship Games



## EXPERIENCE

### President/CEO

#### Tiki Interactive, LLC.

2009 – Ongoing | Simsbury, CT

Contract Game Services

- Recent game projects: Mythical Games - EPIC SPELL WARS™ (Steam), Ultimax Games - STONEHOLD™ (Steam), Majesco Entertainment - GEMINOSE™ (Switch), Razorfish Agency - HELLMANN'S EGG DROP™ (Snapchat)
- Additional clients include: GAF, ShowTime, Unilever, Pocket Gems, Zynga, Big Fish Games, Home Depot, Pixelberry, Persona Labs, Mobus, FoxNext, Playdom and Disney Mobile

### Vice President, Business & Product Development

#### Gameshastra, Inc.

2009 – 2013 | Princeton, NJ / Hyderabad, India

India's largest game developer/publisher

- Managed US Studio responsible for \$4MM in new business in addition to designing Casual Games distributed via Big Fish Games portal

### Vice President, Business Development

#### Skyworks, Inc.

2006 – 2009 | Hackensack, NJ

Top 100 Interactive Agency known for pioneering playable ads

- Designed/Produced 10+ F2P Mobile Games in addition to 30+ casual games for major CPG brand sites including candystand.com, planters.com and nabiscoworld.com

### Vice President, Product Development & Licensing

#### Majesco Entertainment

2000 – 2006 | Edison, NJ

Leading mass market publisher of console and hand-held games

- Managed teams of over 50 internal/external creative and technical staff while overseeing all aspects of licensing and development

## EDUCATION

Computer Science/Electrical Engineering

#### Fairleigh Dickenson University

Teaneck, NJ

## DISTINCTIONS



#### National Video Game Museum

Honored Inductee and Lifetime Member



#### Int'l Game Design Association

Lifetime Member



#### Featured Game Designer

Amazon Prime Series "Batteries Not Included"



#### Game Industry Speaker

Retro Game Cons



#### Game Technology Expert Witness

Patent and Trademark Cases



#### Feature Film Technical Consultant

Sony Pictures/Happy Madison's  
"Grandma's Boy" feature film



#### Creative Artists Agency

Former Game Design Representation

## TESTIMONIAL



*I first met and worked with Dan when he was an Atari 2600 game Designer at Activision. I have always found him to be an imaginative manager and passionate designer.*

*Jim Charne, Director Interactive Academy of Arts and Sciences*

## FAVORITE QUOTE



*It's kind of fun to do the impossible.*

*Walt Disney*

## SOME HAPPY CLIENTS

