

# KRIS HOROWITZ

(415) 269 2363 – kris.horowitz@gmail.com – <http://kris.life>

I'm passionate about games, writing, linguistics, and, most to all things nerd.

---

## EXPERIENCE

**GAME DESIGNER:** Dots (New York, NY), 2017 – current

Designed features and systems for live and unreleased titles. Lead a team of six for an unreleased game from prototype through to pre-production.

**JUNIOR GAME DESIGNER:** Dots (New York, NY), 2015 – 2017

Designed levels in Unity for the mobile puzzle game Two Dots. Additionally, conceived and implemented new game mechanics.

**JUNIOR DEVELOPER:** Betaworks (New York, NY), Jan. – Jul. 2015

Learned to build websites, debug, design for the user and, ultimately, learned that programming was not the career for me.

---

## EDUCATION

**BACHELOR OF ARTS:**

University of California, Santa Barbara (Santa Barbara, CA), 2009 – 2013

Double majored in Linguistics (emphasis Japanese) and Theater with a minor in French.

**FRONT-END WEB CLASS:** Flatiron School (New York, NY) Feb. - Apr. 2015

Completed a 10 week front-end web development course in which we covered HTML, CSS, JavaScript and Git.

**ADVANCED STUDY IMPROV:** Upright Citizen's Brigade, 2017

Completed the highest level of improv classes available at the Upright Citizen's Brigade.

---

## PROJECTS & AWARDS

**CYOA SLACK GAME:** WIP

Outlined a text script in Twine for a co-op decision based game using Slackbot.

**CORWIN PLAYWRITING AWARD:** UC Santa Barbara, June 2013

Won a university-wide playwriting award for my one-act play which was also my senior honors project.

---

## SKILLS

**SOFTWARE:** Unity, Photoshop, Adobe XD, Sourcetree.

**WRITING:** Wrote bi-weekly series for [digg.com](http://digg.com), ran a daily [blog](#) whilst unemployed and directed world-building in an unreleased mobile title.

**LANGUAGES (SPOKEN):** French, Japanese.

**FUN:** Aarakocra monk in 5th edition Dungeons & Dragons, have written exactly one piece of fanfic (about a mobile game), big fan of etymology, and organized the company soccer team for three years.