# KRIS HOROWITZ

## GAME DESIGNER

## CONTACT

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## EDUCATION

### BA LINGUISTICS, THEATER

University of California,
Santa Barbara
2009 - 2013

### MINOR FRENCH

University of California,
Santa Barbara
2009 – 2013

## SKILLS

### //PROFESSIONAL

- Unity

- Adobe XD

- Google Sheets

- Copy Writing

- Photoshop

- Japanese, French

## PROFILE

**I'm a game designer with 5 years experience** in casual FTP mobile games, working on both live ops and soft launch titles. I'm passionate about games, writing, linguistics and renaissance fairs. I'm especially interested in games as storytelling and, in that vein, I'm currently writing a script in Twine for a text based branching co-op game. Beyond digital games, I'm DMing an original 5e D&D campaign, with all the relish and zeal a former theater kid turned game designer can muster.

## PROFESSIONAL EXPERIENCE

### GAME DESIGNER
*Dots* | 2017 - current

For the past year and a half I have been working on Dots' newest soft launch title: *Garden Days*. I pitched the core concept for the casual puzzle game that now has the strongest KPIs of any new Dots title to date.

- Led a team of six from prototype to pre-production on *Garden Days*
- Previously designed core loops, features and events across several prototyped titles
- Wrote clean, precise design documents and UI flows

### JUNIOR GAME DESIGNER
*Dots* | 2015 - 2017

I did level design for the wildly successful mobile game *Two Dots*. Additionally, I conceived and implemented new puzzle mechanics.

- Primary content creator for Treasure Hunts, a weekly event that drove a significant amount of revenue at the time
- Chosen to help with event revenue on the sequel, *Dots & Co,* because of my success on *Two Dots*

### COMMUNITY MANAGER
*Betaworks* | 2013 - 2015

I took on several roles during my time at the then tech incubator Betaworks but I spent most of those two years working for a storytelling app called *Tapestry*.

- Wrote app copy, the weekly newsletter, and a bi-weekly series made in partnership with digg.com for 30k users
- Learned the basics of web dev (HTML, CSS, JS)