JAMES KOTZIAN

james.kotzian@gmail.com | jkotzian.com
248-408-7366 | Champaign, IL

SUMMARY
- Game designer with over 3 years of AAA experience at Volition
- Running a small indie studio on the side
- Passionate about narrative design
- One shipped AAA title (Agents of Mayhem)
- Strong technical background
- Proficient in C++, Scripting, Unity

EDUCATION
University of Michigan | Ann Arbor, MI
Bachelor of Science – Computer Science, May 2016 – GPA: 3.5

EXPERIENCE
Deep Silver Volition | Champaign, IL

Mission Designer I | Summer 2015 (internship), July 2016 - Present
- Honing my content design and scripting skills to deliver compelling open-world missions
- Reframing the same mechanics in a variety of contexts to create drastically different experiences
- Adapting my designs to shifting constraints without compromising the essence of the design

Saints Row Project | Mission Designer
- Designing and scripting main missions in Volition's upcoming Saints Row title
- Working closely with writers to weave story and gameplay together into a cohesive experience

Agents of Mayhem | Systems Designer
- Iterated on the design of five of the twelve playable agents and led a drastic re-design of one agent
- Scripted several side missions under severe time constraints
- Designed and implemented two playable DLC agents from the ground up ([Gat,](Gat) Safeword)
- Formed a sound game design foundation by learning from mentors and taking on a huge
  amount of responsibility for my first AAA project

Little Ghost Games | Champaign, IL

Founder | January 2017 - Present
- Formed a company with the goal of designing unique games with underlying social messages
- Leading a small team of contractors for art and audio
- Gaining a broader understanding of the business side of game development
- Releasing the first game, [Martian Mixer,](Martian Mixer) on iOS and Android in early 2020

Martian Mixer | Designer, Programmer, Team Lead
A 2D puzzle game about mixing up colorful little aliens to help them mingle at out-of-this-world parties. It plays like the opposite of a Match 3 game and has a subtle, pro-diversity message
- Designed from the bottom-up: I started with the mechanic and created a context around it
- Struck a balance between novel ideas and tried-and-true designs
- Selected as a finalist by industry veterans at Pocket Gamer's Big Indie Pitch competition in Seattle

OTHER PROJECTS
A Spooky Night In | Designer, Programmer, Artist, Producer
A multiplayer game where ghosts must discretely possess and kill party guests while avoiding capture
- Pivoted to a drastically different but far better design halfway through development

Virtual Reality Broom Flying | Designer, Programmer
- Earned 2nd amongst 238 teams and over 1,000 participants at the UMich 38-hour Hackathon