

JAMES KOTZIAN

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SUMMARY

- Game designer with over 2 years of AAA experience
- Passionate about narrative design
- One shipped AAA title (Agents of Mayhem)
- Strong technical background
- Proficient in C++, Scripting, Unity

EXPERIENCE

DEEP SILVER VOLITION

Champaign, IL

July 2016 - Present

Associate Designer III

- Gaining invaluable team and communication experience by working with writers, programmers, artists, producers, and other designers to help create one cohesive experience
- Sharpening my logical thinking skills with Volition's visual scripting language
- Learning to create and maintain a high-level vision for a design while finding areas of compromise with other disciplines

EDUCATION

UNIVERSITY OF MICHIGAN

Ann Arbor, MI

College of Literature, Science, and the Arts

Bachelor of Science – Computer Science, May 2016

PROJECTS

UNANNOUNCED PROJECT

Mission Designer

- Working closely with writers to design nearly a third of the missions in Volition's next title
- Creating rapid prototypes of enemies, missions, and other gameplay

AGENTS OF MAYHEM

Systems Designer

- Implemented weapons and combat abilities as an intern in the summer of 2015
- Iterated and balanced the design of five of the twelve playable agents as a fulltime employee and led a drastic re-design of one of them
- Scripted several side missions under severe time and resource constraints
- Designed and implemented two playable DLC agents from the ground up (Gat, Safeword)
- Formed a sound game design foundation by learning from mentors and by taking on a huge amount of responsibility for my first AAA project

BLOBBLES

Solo Developer

- A fast-paced 2D puzzle game that has the player swapping and mixing colorful little creatures in order to protect them
- Work-in-progress side project I am developing in Unity and releasing on mobile
- Accumulating more experience in testing, iterating, and pivoting designs
- This is a game-for-change in disguise where the message is "diversity is strength" and it is conveyed solely through the mechanics

A SPOOKY NIGHT IN

Programmer, Designer, Artist, Producer

- An asymmetric multiplayer party game that pits hunters against ghosts in a 2D dollhouse-style mansion during a cocktail party. Ghosts must discretely possess and kill party guests using the environment, while hunters must find and kill the ghosts to save the party guests
- Pivoted to a drastically different design halfway through development to ensure novelty
- Implemented and balanced the movement, possession, shooting and A.I. systems
- Voted 3rd out of 24 games at the University of Michigan Game Development showcase