

James Kotzian

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248-408-7366 | San Francisco, CA 94103

SUMMARY

- Senior game designer with over 6 years of AAA experience
- Mission Designer on the Saints Row reboot (shipped)
- Systems Designer on Agents of Mayhem (shipped)
- Leading a small team to make a unique puzzle game on the side

EXPERIENCE

Deep Silver Volition | Champaign, IL

Senior Designer I | July 2016 - Present

Saints Row | Mission Designer

- Designed and scripted a third of the critical path missions in the Saints Row reboot

Agents of Mayhem | Systems Designer

- Designed and implemented two playable DLC agents from the ground up (Gat, Safeword)
- Iterated on the design of five playable agents and led a drastic re-design of one agent
- Scripted several side missions

Little Ghost Games | San Francisco, CA

Founder | January 2017 - Present

Martian Mixer | Programmer, Designer

- Designing a puzzle game about helping aliens mingle at parties
- Plays like the OPPOSITE of a Match 3 game and has a subtle, pro-diversity message
- Leading a small team of contractors to help with art, sound, and music

EDUCATION

University of Michigan | Ann Arbor, MI

Bachelor of Science – Computer Science, May 2016 – GPA: 3.5

Other Things I've Done

- Created three escape rooms and two murder mysteries for my friends
- Solo-traveled through Vietnam for a month
- Developed a virtual reality broom flying simulator that won 2nd place at a hackathon
- Backpacked through Alaskan wilderness
- Lived in a co-op house with 70 roommates