

**John M. Cutter**  
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## JOB OBJECTIVE:

Leverage my creativity and game design experience to make entertaining and successful F2P casual games.

## EXPERIENCE:

**Big Fish Games (1/06 - 3/15)**  
Seattle, WA  
*Creative Director*

Designed and Produced over a dozen online, mobile and F2P titles. Designed and Produced *Fairway Solitaire* for PC and later for mobile. Converted *Fairway* from freemium to F2P, helping it become one of the Top Grossing games in the App Store.

**Gas Powered Games (7/03 - 5/04)**  
Kirkland, WA  
*Design Director*

Balanced all boss battles and helped balance game economy for *Dungeon Siege II*. Developed indexed file tool that improved productivity by more than 800%.

**Amaze Entertainment (9/01 - 5/03)**  
Kirkland, WA  
*Senior Designer*

Designed high profile games for Playstation 2, Xbox, and Gamecube. Managed designs of three other projects. Created design proposals and developed new IP.

**Humongous Entertainment (3/97 - 5/00)**  
Bothell, WA.  
*Designer / Producer (3/97 - 5/00)*

Designed and Produced *Elysium*, an episodic fantasy role-playing game. Produced the first person shooter *Amen: The Awakening*. Also worked on a high concept Internet game, and contributed to the design of a massively multiplayer online role-playing game.

**Starwave, Corp. (3/94 - 3/97)**  
Bellevue, WA.  
*Design Director (1/96 - 3/97)*  
*Designer / Producer (3/94 - 1/96)*

Designed and Produced *The Muppet CD-ROM*. Primary liaison with content partner. Helped Write and Direct Muppet audio and video sequences. Also developed several interactive television concepts, and created and presented CD-ROM prototypes to Sting and Johnny Carson.

**Dynamix, Inc. (7/91 - 2/94)**  
Eugene, OR.  
*Designer / Project Manager*

Designed and Produced *Betrayal at Krondor*. Responsible for creation and direction of new RPG product line. Assembled and managed internal production team. Direct report to CEO.

**Cinemaware, Corp. (7/86 - 2/91)**  
Westlake Village, CA.  
*Senior Designer (4/90 - 2/91)*  
*Designer / Producer (7/86 - 4/90)*

As first employee, helped build company. Extensive design work from concept proposals and design documentation, through hands on testing and play balancing. Managed product development, hired staff, wrote ad copy, created art and animations.

**Gamestar, Inc. (1/84 - 3/86)**  
Santa Barbara, CA.  
*Designer / Artist / Coder (1/84 - 3/86)*

Wrote a machine language graphics editor, plus sound and music code for the Commodore 64. Completed game code for *On-Track Racing* when original programmer left company. Co-designed two sports games.

## EDUCATION:

**Pepperdine University**  
Malibu, CA.  
B.A. Degree (12/1/83)

**Major:** Radio and Television Broadcasting  
**Special Emphasis:** Creative Writing, Advertising  
**Minor:** Theater

## HONORS:

*Nominations for Casual Game of the Year & Mobile Game of the Year - Fairway Solitaire*  
*Board/Card Game of the Year - Fairway Solitaire*  
*Five games in CGW's: "The Top 150 Computer Games of All Time"*  
*Codie Award for Best Multimedia Production - Muppets Inside*  
*Game of the Year - Betrayal at Krondor*  
*FRP of the Year - Betrayal at Krondor*

16th Annual D.I.C.E. Awards (2013)

Big Fish Games (2007)

*Computer Gaming World* (1999)  
Software Publishers Association (1996)

*Strategy Plus* (1993), *Byte* (1993)  
*Computer Gaming World* (1994), *Strategy Plus* (1993), *Compute Choice Awards* (1993),  
*Game Player's PC Entertainment* (1993), *PC Games Plus* (1993)  
*Columbia Tribune* (1990)

*"Most talented U.S. Designer..."*

*References available upon request*

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## PROFESSIONAL EXPERIENCE

<b>2014</b>	Designed: <i>Gumball Heroes</i> (original)	Big Fish Games
<b>2012</b>	Converted <i>Fairway Solitaire</i> from Freemium to Free-to-Play	Big Fish Games
<b>2010</b>	Designed & Produced: <i>Fairway Solitaire</i> (original) Designed & Produced: <i>Unwell Mel</i> (original) Designed: <i>Plunder</i> (original)	Big Fish Games
<b>2006 - 2009</b>	Designed & Produced a dozen online community games (original)	Big Fish Games
<b>2002</b>	Designed & Produced: <i>Pawns</i> (original)	Escapist Entertainment
<b>2001</b>	Designed: <i>Cops: Too Dangerous for TV</i> (original)	Mass Media
<b>1999</b>	Designed & Produced: <i>Elysium</i> (original) Produced: <i>Amen: The Awakening</i> (original)	Cavedog Entertainment
<b>1997</b>	Designed & Produced: <i>Poker Challenge</i> (original)	Self-Published
<b>1995 - 1996</b>	Designed sports games and contests for ESPN	Starwave / espn.go.com
<b>1995</b>	Designed & Produced: <i>Muppets Inside</i> (original) Consulted: <i>Return to Krondor</i>	Starwave Seventh Level
<b>1994</b>	Designed prototypes for interactive television projects Designed CD-ROM prototypes for Sting and Johnny Carson (pitched both projects)	Starwave
<b>1993</b>	Produced: <i>World Cup Soccer</i> (original) Produced: <i>Betrayal at Krondor</i> (PC CD-ROM)	Dynamix
<b>1992</b>	Designed & Produced: <i>Betrayal at Krondor</i> (original)	Dynamix
<b>1991</b>	Produced: <i>Might &amp; Magic III</i> (original) Produced: <i>Planet's Edge</i> (original) Produced: <i>Might &amp; Magic I &amp; II</i> (Sega Genesis) Produced: <i>King's Bounty</i> (Sega Genesis)	New World Computing
<b>1990</b>	Designed & Produced: <i>TV Sports: Boxing</i> (original) Co-Designed: <i>TV Sports: Hockey</i> (original) Designed & Produced: <i>It Came from the Desert</i> (Sega Genesis)	Cinemaware
<b>1989</b>	Produced: <i>Lords of the Rising Sun</i> (original) Co-Designed: <i>TV Sports: Basketball</i> (original) Designed: <i>Wings</i> (original)	Cinemaware
<b>1988</b>	Produced: <i>Rocket Ranger</i> (original) Designed & Produced: <i>The Three Stooges</i> (original) Designed & Produced: <i>TV Sports: Football</i> (original)	Cinemaware
<b>1987</b>	Produced: <i>Defender of the Crown</i> (IBM, Atari ST, C-64, IIGS, Mac) Produced: <i>The King of Chicago</i> (Amiga, IBM, Atari ST) Produced: <i>SDI</i> (Amiga, IBM, Mac) Designed & Produced: <i>Sinbad and the Throne of the Falcon</i> (C-64)	Cinemaware
<b>1983 - 1986</b>	Produced: <i>Defender of the Crown</i> (original) Produced and helped design: <i>SDI</i> (original) Produced: <i>Sinbad and the Throne of the Falcon</i> (original) Produced: <i>The King of Chicago</i> (original)	Cinemaware
	Co-Designed: <i>GBA Basketball: 2 on 2</i> (original) Designed graphics and animation: <i>Howard the Duck</i> (original)	Gamestar

*My complete game portfolio is available here: [johncutterdesign.com](http://johncutterdesign.com)*