

# JOHN CUTTER

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## Senior Game Designer

Looking to leverage my creativity and game design experience to make entertaining and successful casual games

Experienced casual and F2P designer, responsible for dozens of award-winning titles, including *Fairway Solitaire* (App Store Top Grosser). Multi-disciplined and results-oriented, with a proven track record of successful titles across a variety of game genres including casual, web, puzzle, RPG, sports, and more. Talent and passion for resolving creative and technical problems.

- 2D Casual & F2P Design
- Concept Ideation
- Rapid Prototyping
- Creative Writing
- Game Play Mechanics
- Game Tweaking/Tuning
- Content Design
- Level Design
- Economy Balancing
- Excel Automation
- Sound Editing
- Talent Direction

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## Professional Experience

### Wooga Berlin, German — Head of Game Design

*October 2017 - September 2022*

Managed the entire game design team. Responsible for all design hiring, interviews, etc. Worked closely with senior leadership on various design initiatives. Shared all learnings with the Wooga organization to advance everyone's collective knowledge. Helped turn the company around after a layoff in early 2018. Mobile revenue growth increased from a faltering \$43 million in 2017 to \$170 million in 2022, when I left the company to take care of my 93 year old Mother.

### Pretty Simple Paris, France — Senior Game Designer

*October 2015 - September 2017*

Worked on a high profile F2P game. Collaborated with a team of 25 artists and designers. Designed and balanced all levels, developed game play and monetization features, prototyped new mechanics, wrote story, dialogue, and in-game text.

### Big Fish Games Seattle, WA — Senior Game Designer

*January 2006 - March 2015*

Designed over a dozen successful web, mobile and F2P titles, including *Fairway Solitaire* which became one of the top grossing games in the App Store. Responsible for all concept design, game balance and tuning, level design, writing, talent direction, sound editing, UX design, and extensive UI design. Programmed Fairway Course Manager in Excel (VBA).

## **Gas Powered Games** Redmond, WA — Design Director

*September 2004 - April 2005*

Balanced all boss battles and helped balance the game economy for *Dungeon Siege II*. Designed and programmed an indexed file tool that improved design team productivity by more than 800%.

## **Amaze Entertainment** Kirkland, WA — Senior Designer

*September 2001 - September 2003*

Designed high profile game concepts for Playstation 2, Xbox, and Gamecube platforms. Managed designs of three other projects. Created and pitched design proposals and developed new IP, including a cartoon for Nickelodeon.

## **Humongous Entertainment** Kirkland, WA — Senior Designer / Producer

*May 1997 - May 2000*

Helped start Cavedog Entertainment. Designed and Produced *Elysium*, an episodic fantasy role-playing game. Produced the first person shooter *Amen: The Awakening*. Also contributed to the design of a massively multiplayer online role-playing game.

## **Starwave** Seattle, WA — Design Director

*March 1994 - March 1997*

Designed *Muppets Inside* with the Jim Henson company. Primary liaison with content partner. Helped Write and Direct audio and video sequences. Developed multiple interactive television concepts, and created and presented prototypes to stars like Sting and Johnny Carson.

## **Dynamix** Eugene, OR — Designer / Producer

*July 1991 - February 1994*

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

## **New World Computing** Agoura Hills, CA — Director of Product Development

*February 1991 - July 1991*

Ran Product Development. Produced several games in the *Might & Magic* series, along with the Sega Genesis version of *King's Bounty*.

## **Cinemaware** Thousand Oaks, CA — Multiple Roles

*July 1986 - February 1991*

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

## **Gamestar** Santa Barbara, CA — Junior Programmer / Designer / Animator

*January 1984 - March 1986*

Programmed a machine language graphics editor, plus wrote sound and music code for several Commodore 64 titles. Completed game code for On-Track Racing when the original programmer left the company. Co-designed two sports games. Pioneered the concept of league play in computer sports games!

For a complete and detailed list of my games please visit my portfolio site: [www.johncutterdesign.com/games.html](http://www.johncutterdesign.com/games.html)

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## **Notable Awards**

- Casual Game of the Year Nominee “16th Annual D.I.C.E. Awards” - *Fairway Solitaire*
- Mobile Game of the Year Nominee “16th Annual D.I.C.E. Awards” - *Fairway Solitaire*
- Excellence in Game Play “IMGA” - *Fairway Solitaire*
- People’s Choice Award “IGN” - *Fairway Solitaire*
- Best Multimedia Production “Codie Awards” - *Muppets Inside*
- Game of the Year “Strategy Plus”, “Byte” - *Betrayal at Krondor*
- RPG of the Year 6 Popular Gaming Magazines - *Betrayal at Krondor*

## **Education**

Pepperdine University BS, Radio & Television Broadcasting with a minor in Creative Writing and Theater (1983)