

## William H. Anderson

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### PROFESSIONAL PROFILE

I'm a game industry veteran with over 35 years of experience in the area of game design and product development. Former Manager of Design of Original Concepts for NAMCO, Senior Game Designer for CAPCOM, Senior Game Designer for Midway Home Entertainment, Virgin Interactive Entertainment and was a design lead at Ready at Dawn Studios, just to name a few.

I started designing and programming video games in the early 1980's and currently have over 30 published games to my name that I've contributed to.

Having worked for so many different game developers large and small over the years, I currently have a wide range of experience in just about all areas of the industry, from design, development, project management, publishing and recruiting.

### MAJOR ACCOMPLISHMENTS

I was the first game designer employed by Virgin Interactive Entertainment, where I helped to establish, build and train all of the incoming game designers. The first game I designed all of the game play for was Global Gladiators which won Sega's 3<sup>rd</sup> Party Game of the Year. The second game, Cool Spot was a big success, qualifying for many magazine covers. The crowning product there was Aladdin for the Sega Genesis which I was the Senior Designer on, which went on to win Game of the Year.

Next, having been recruited by the owners of Oddworld Inhabitants as Manager of Design, I designed the game play for their first product Abes Oddysee for the Sony Playstation, which won many awards like E3 Showstopper.

At NAMCO I was responsible for transforming R&D to next-gen product development on the Sony PlayStation Platform, along with evaluating outside developers for future projects by Namco Japan.

Having moved over to CAPCOM and accepting the position as Senior Game Designer, where my job was to design from scratch Maximo Ghost to Glory for the Sony Play Station 2, which received industry praise and enjoys a Metacritic Score of 84 and IGN Score of 9.2/10.

At Ready at Dawn Studios I was the early design lead for the project where I was responsible for developing all of Dexter's core game play mechanics, along with designing a number of levels for the game.

## GAMES WORKED ON

- Sky Drone Racer (Designer) (In Development)
- InnerVerse (Designer) (In Development)
- Domino Rally iOS (Concept/Designer)
- Melting Point, iPad/iPhone/Android. (Lead Designer)
- Babes Vs. Robots, iPhone / iTouch. (Level Designer)
- Mumuhug, Nintendo DS (Designer)
- Cold Energy, Xbox 360/PC (Lead Designer)
- Vacation Isle: Beach Party, Wii (Producer/Lead Designer)
- NFL Rush Zone (3D Artist/Level Designer)
- Pinball Hall Of Fame: Williams Collection, PS3/Xbox 360 (3D Artist/Assistant Producer)
- Game Party 2-3 (Concept Designer)
- Hotel for Dogs, PC/Wii/DS (Producer/Lead Designer/3D Artist)
- Game Party, Wii (2.3M Sold) (Producer/3D Artist/Lead Designer)
- Pinball Hall Of Fame: Williams Collection, PS2/PSP/Wii (3D Artist/Assistant Producer)
- Hard Rock Casino, PSP/PS2 (Assistant Producer)
- Scarface, PSP (Greatest Hits) (3D Artist/Level Designer)
- Dexter, PSP (3.99 Mil Sold!) (Game Designer)
- Army Men Sarges War, X-Box/Game Cube (Lead Level Designer)
- Maximo Ghost to Glory, PS2/PS3 (Senior Game Designer)
- Abes Oddysee, PSX. (Lead Game Play Designer)
- Izzy's Quest, Sega Genesis/ SNES (Lead Designer)
- Jungle Book, Sega Genesis (Game Designer)
- Aladdin, Sega Genesis (Senior Game Designer)
- Cool Spot, Sega Genesis/ SNES/ Game Boy (Lead Game Designer)
- Global Gladiators, Sega Genesis (Lead Game Designer)
- Double Dragons, Game Gear (Level Designer)

## EXPERIENCE

### Awaken Games

Position: Outsource Senior Game Designer and Development Consultant

Duration: April 2007 – (Present)

- Designer, Programmer and Artist on a Number of In-House Titles.
- Developer of Proprietary Database System for Industry Research and Staffing.
- Mission Critical Studios – Lead Game Designer and Business Consulting.
- GuruShots – Interactive Development Consulting.
- Psycraft – Co-Owner, Manager of Design.
- Pyntail – Business Consulting, Game Designer.
- SCEA – Game Play Consultant.
- Keystone Games – Business Consulting and Lead Game Designer.
- InterFUEL – Game Play Consultant.

### **Mission Critical Studios**

Position: Outsource Senior Game Designer and Development Consultant

Duration: June 1st, 2013 – June 26, 2017

- Lead Game Designer on InnerVerse, and other TBA Games in Development.
- Business Consulting.
- Game Development Consulting.
- Studio Promotion.
- Level Game Play Designer on TBA Titles.

### **GuruShots**

Position: Interactive Consultant

Duration: 2015/ 2016

- On Call Interactive Content Consultant.

### **Psycraft LLC**

Position: Creative Director and Senior Game Designer

Duration: August 2011 – 2014

- Senior Game Designer on Melting Point for iOS/Android.

### **Pyntail**

Position: Contract Game Designer and Consultant

Duration: April 2011 – 2014

- Concept/Designer on Domino Rally (iOS)
- Lead Level Designer on Babes vs Robots (iOS)
- New business venture consultant.

### **GameRecruiter**

Position: Contract Associate Recruiter

Duration: Jan 2012 – Jan 2013

- Research Candidates for Open Positions.
- Work Directly with Managers to help Place Candidates.
- Maintain Active Database of Candidates.

### **SCEA**

Position: Design and Play Consultant on Sony Home

Duration: September 2011 – October 2011

- Game Play Design Consultant on Sony Home.

### **Keystone Games**

Position: Contract Senior Game Designer/ Producer/ Industry Consultant  
Duration: March 2007 – September 2010

- US Game Industry and Marketing Consultant.
- Senior Game Designer Cold Energy, Xbox 360
- Senior Game Designer Mumuhug Nintendo DS
- Staffing Consultant.

### **interFUEL**

Position: Contract Game Designer/ Development Consultant  
Duration: June 2010 – July 2010

- Game Play Design Consultant.
- General Development Consultant.

### **FarSight Studios**

Position: Acting Producer/ Assistant Producer/ Designer  
Duration: April 2006 – March 2010

- Game Designer/ Level Designer Game Party 4
- Producer / Game Designer on Vacation Isle: Beach Party, Wii
- Designer on Game Party 3
- Level Designer, Leap Frog NFL Rush Zone
- Designer on Game Party 2
- Lead Designer/ 3D Background Artist, Hotel for Dogs, Wii/PC/DS
- Project Producer/ Designer Midway's Game Party, Wii
- Assistant Producer/ Level Designer, Pinball Hall of Fame: Williams Collection
- Assistant Producer / Designer Hard Rock Casino.
- Assistant Producer / Level Designer Scarface.
- Assistant Producer / Charlie Browns All Stars Baseball.
- Design coordinator/ designer
- 3D Environments Model Designer.
- Scenario, tutorial development.
- Text localization.
- FarSight's web site manager.
- Help with new product research and creation of new product pitch Power Point presentations for the studio.
- FarSight's pinball hardware engineer. Responsible for maintaining, taking apart, reverse engineering and reassembling all of the real world pinball machines for product research.

### **Ready at Dawn Studios**

Position: Game Designer Lead Roll on Dexter for Sony PSP.

Duration: November 2004 – March 2005

- Game Designer on Dexter for Sony PSP.
- Responsible for level design.
- Character A.I and Design Coordination.
- Designed mini-online game system.

### **JGI Entertainment, Inc.**

Position: Lead Game Designer

Duration: February 2004 – September 2004

- Lead Game Designer on Shaolin Streets.
- Developed the game story and play structure.
- Helped with design of combat system.
- Worked with programmers on movement systems.
- Designed about four production level for the project.
- Designed Camera AI/ Character AI and Controls.
- Help with pitching the game concept to publishers.

### **Midway Home Entertainment**

Position: Lead Game Designer

Duration: March 2003 – August 2003

- Member of Midway's company restructures team.
- Original lead world designer Gauntlet Seven Sorrows.
- Developed game structure and helped with story.
- Designed the overall world structure for the game.
- Designing player character and NPC combat A.I.
- Did competitive research work on other gaming titles.

### **Eagle Claw Studios, Inc.**

Position: Founder / Creative Director

Duration: March 2002 – March 2003

- Studio Founder.
- Created the game concept for Clown Combat.
- Lead Game Play and Level Designer on Clown Combat.
- Designed a 3D Game Development Tool.
- Studio & Project Promotion, Fundraising.

## **The 3DO Company**

Position: Contract Game and Level Designer

Duration: March 2002 – March 2003

- Worked on Army Men Sarges War, X-Box/Game Cube.

## **CAPCOM USA**

Position: Senior Game Designer

Duration: November 1997 – March 2002

I worked for Capcom for many years, where I was senior game designer on Maximo Ghost to Glory and managed the game play design and design staff for the product.

- Senior Game Designer on Maximo (PS2).
- Produced the game design bible.
- Helped with funding approval with Capcom Japan.
- Created the game structure and story plot.
- Designed Maximo's combat system with Producer.
- Designed most of the in-level play mechanics.
- Designed 2/3'rd of all levels for the game.
- Designed the power-up management system.
- Worked on Character A.I. and Game Camera.
- Did final product tuning work.
- Recruited, trained and managed design staff.
- Helped with yearly performance reviews for staff.
- Evaluated and recruited outside Sound studio.
- Helped to design world builder tool for project.
- Evaluate and report on external Capcom productions.
- Responsible for new concept development.
- Pitched new concepts to company directors.

## **Namco USA**

Position: Manager of Design/ Producer  
Duration: March 1996 – September 1997

I joined Namco USA as Manager of Design responsible for coming up with new concepts for the company and handle the transition and staffing of the studio from PC/Sega Saturn development to Sony Playstation development. I was also responsible for evaluating outsourcing companies and in-coming products for the company.

- Responsible for converting studio to PSX Development.
- Produced 6 New Namco concepts in 3 months.
- Helped to evaluate outside studios for Namco.
- Helped to secure Treasures of the Deep from Black-Ops.
- Lead Game Designer on Pac-Man Ghost Zone.
- Managed production funding approval.
- Managed a production staff of 17.
- Help to design world builder tool for project.
- Namco Japan's consultant to Rhythm and Hughes

## **Oddworld Inhabitants**

Position: Manager of Design  
Duration: 1995 – June 1996

I was brought in as Manager of Interactive Design by Sherry McKenna, Lorne Lanning and venture capital group CPTV to come up with a game play system for the studios first game product Abes Oddysee.

- Established the game play system for Abes Oddysee.
- Designed (4) worlds of game play for the product.

## **Alexandria, Inc.**

Position: Lead Designer and Design Coordinator  
Duration: February 1994 – June 1995

I joined Alexandria, Inc. as Lead Designer on Izzy's Quest, the mascot character game for the 1996 Olympics, published by US Gold (Now EIDOS). Later promoted to Design Coordinator of all productions at the company.

- Lead Game Designer on Izzy for the 1996 Olympics.
- Level Designer on Max Mayhem (NP)
- Managed all designers for the studio.

The owners of Alexandria CPTV asked me to move over to help launch Oddworld Inhabitants, a new start-up also owned by CPTV at the time.

## **Zono, Inc.**

Position: Game Research Consultant  
Duration: January 1995 -January 1995

- Evaluated current hand-held games on the market and consult on future trends in this area. Only a one month contract.

## **Abracadabra, Inc.**

Position: Movie Consultant  
Duration: September 1994 -October 1994

- Contracted to evaluate the movie script for Cutthroat Island and provide feedback.

## **Spectrum Holobyte**

Position: Manager of Design  
Duration: September 1993 -December 1993

I was brought in to manage game design for non-PC products for the company by the President. I was laid off with most of the staff in department shortly after they were bought out by MicroPros.

- Designed two proposals for Star Trek lic.
- Consulted on VR project.
- Consulted on game play on outside project from PF Magic.

## **Virgin Games**

Position: Senior Game Designer  
Duration: October 1991 -September 1993

I was the first game designer ever employed in-house by Virgin Games US and helped to build and train the design staff during the early 1990's. I also was the design lead on Global Gladiators (3rd Party Game of the Year), the award winning Cool Spot for Genesis/SNES and senior designer on Aladdin for Sega Genesis (4K Units Sold/ Developed in less than 4 months)

- First Game Designer employed by Virgin Games US.
- Helped to create the Design Group with David Bishop.
- Co-Managed all designers for the studio.
- Did first pass designs on many products for License approval.
- Senior Game Designer of Aladdin (Genesis).
- Lead Designer of Cool Spot (Genesis/SNES)
- Lead Designer of Global Gladiator (Genesis).
- Did the GDD for Jungle Book and many other products.
- Help to design the tile world builder tool tUME.



## **Astra System Software**

Position: Lead Game Designer/ Programmer

Duration: February 1988 -September 1990

- Help to start new game development group.
- Designer/ Programmer of Dweaby's Quest.
- Designer/ Programmer of Legends - The Tower of Doom.
- Designer/ Programmer of Legends 2 - The Underworld.

## OTHER EXPERTISE

### EXTENDED DUTIES

- Done recruiting for development teams and management.
- Held 100's of interviews with Artist, Programmers, Designers and More.
- I've help with staff performance reviews.
- Handled finished and unfinished product evaluations for publishers.
- Helped evaluate and screen external development studios.
- Helped with game studio web site development.

### OFFICE APPS

- Microsoft Word
- Microsoft Excel
- Microsoft Visio
- Microsoft PowerPoint
- Microsoft Visual Basic
- SketchUp
- Paint Shop Pro
- Camtasia Studio 8
- GameMaker Studio

### TECHNICAL

- WordPress Web Site Development (5+ Years)
- Online Sales on eBay, Craigslist and Facebook (20+ Years)
- Programming in 6502 and 68000 Assembly Language
- Some Experience in C++ Programming.
- Visual Basic Programming.
- ASP Programming.
- HTML Experience.

### TRADE SHOWS

- Held meetings for R&D.
- Handled meeting schedules for Directors of R&D.
- Conducted Product Reviews at the shows.
- Helps with booth setup and teardown.
- Worked with the gaming press.
- Done TV and Radio Interviews.

### SPECIAL

- Trained by NAMCO legal team in managing human resource issues.

## ENDORSEMENTS

### **David Siller – Director of R&D CAPCOM USA**

“William is a very creative game designer that works diligently at whatever task is given to him while working on important projects. His work is thorough and complete and he is an excellent designer that is an asset to his development team. I would not hesitate to once again add Bill to any project that I might develop as he understands the details that are required to make great products.”

### **David Gonzalez – President at Mission Critical Studios**

“William’s work as Senior Game Designer and Business Consultant has been instrumental in us obtaining exciting new projects. His work directly in the Game Designing- specifically Level Design has been crucial for us to take our business to the next level. I cannot sing his praises enough.”

### **John Wong – CEO and Founder of Dream Tube Entertainment**

“I have known William Anderson professionally and personally for more than 15 years. His professional expertise and his passion on games and the history of game design surpasses the average designers that I know. William gives a different angle to problem solving and always pull it off on the stressful time limitation to the demanding game industry. His personal integrity as a friend is second to none. As a professional, William always thinks outside the box and willing to take initiative and hybrid approach to his game designs. He writes well and sometimes I wonder where he get his wacky ideas, overall William always keep idea fresh but keep the fundamental game design solid.

William is consider old school which we need more of his type in the industry. To understand game design you cannot forget the solid fundamental of game design or else it’s just whip cream on the cake and William understands that.

Currently I am the CEO of Dream Tube I highly recommend William Anderson for consulting in the gaming industry.”

### **Harvey M.K. Lee – CEO Keystone Games**

“Having worked with William in the past, I know that I can always rely on him for high creativity, work integrity, consistent quality, and an easy to work with personality. At Keystone, William delivered complete game designs as well as worked with our internal teams to make sure our games fit the needs of our international clients and players. I would highly recommend his work and would always jump at the chance to work with William again.”

### **Barry James Folsom – President – Spectrum HoloByte**

“I hired Bill when I was President for Spectrum HoloByte to come into the studio and give some structural game design guidance to our console game development teams and help with new game development. While his stay at the studio was brief, due to our merger with MicroProse I could already tell quickly that he was going to prove to be a great asset to the company.”

### **Stephen Clarke-Willson – Vice President, Worldwide Product Development – Virgin Games**

“Back in 1991, as we were developing our internal studios at Virgin Interactive, we decided to look for full-time game designers. It might be hard to believe, but most game design in 1991 was done by programmers and artists. I don’t remember how, but Bill showed up with a game design he had done in a notebook. It was for an RPG game ... but we were looking for a level designer for a Super NES platform game. Because of Bill’s great looking RPG design, and incredible enthusiasm, we decided to give him a shot at the level design for Cool Spot.

Needless to say, Bill’s work was not only terrific, but really pioneering as well. He also did most of the level design in Disney’s Aladdin for Sega Genesis, which I believe is still one of the top 10 bestselling games of all time on a single platform. Bill worked with new tools, developed processes and approaches, and worked with our art director and programmers (particularly Dave Perry) to help define a production process that was probably (I say in all modesty) the most efficient in the world at that time.”

Bill has tremendous enthusiasm for game design and a real desire to create quality products and I heartily endorse him as a game designer, both from a high-level point of view, and from a detailed implementation point of view.“

### **David Bishop – VP Product Development – Virgin Games**

“I worked with Bill for a number of years at Virgin in the good old days when we were making hit games like Disney’s Aladdin and Jungle Book as well as Cool Spot. Bill took a key role in designing all these titles and many more during his time at Virgin.. I found Bill to be incredibly creative, always willing to learn from others with a very positive outlook on life and work; always with a smile on his face even during times of high stress or pressure. Even though it has been a number of years since we last worked together, I would not hesitate to recommend Bill for any role requiring a creative head on experienced shoulders.”

### **David Perry – CEO – Gaikai at Sony Computer Entertainment America LLC**

“Worked with Bill back in the early 90’s at Virgin Games in Irvine, California. We won numerous awards for our work, at that time he was our main level design & layout dude! Amazing work.”

### **Daryl Pitts – President Jailed Games/Kung Fu Factory**

“Very enjoyable to work with. Wide breadth of experience with 2D map and 3D game design. Remarkable attention to detail in overhead map design work. Keen understanding of game marketing principles and product positioning.”

### **Susan Manley – Project Manager – EA**

“I worked with Bill on Eagle Claw and found him to be creative, well organized and proactive. I would work with Bill again in a heartbeat.”

### **Jason Dube – President Scattered Comics**

“William is a very creative talent. He is always very driven and passionate about the projects he takes on and has a remarkable insight of how to not only tackle each assignment, but comes up with new ways to improve them. He works quickly and is very task oriented. I have worked with him on several projects and each time I am overwhelmed by the talent and ideas that he comes up with for the projects. He is also a very friendly and an easy person to collaborate with. He listens to your thoughts and is open to new suggestions. I look forward to working with him again.”

### **Maurine Starkey – Owner – Cosmic River**

“Bill Anderson is creative, hardworking and passionate about games. He understands the ‘fun’ factor needed in game design. He will include his team members into his vision and guides this creative energy so everyone has ownership in a project. This makes him a valuable mentor. He has earned his chops, knows what makes a good game. Our industry has the best proselyte for games in the person of Bill Anderson.. I look forward to working with him again.”

### **Phil Trumbo – Art Director – Alexandria, Inc.**

“I collaborated with Will as a team co-lead and thoroughly enjoyed the challenge of visualizing his fresh, inventive design concepts. His passion and commitment to creating a high quality, engaging gameplay experience made him a pleasure to work with.”

Michael Field – Art Director – FarSight Studios

“Art Director/Lead Artist/Art Production/3D art/2D art and design at Independent contractor and consultant

I had the pleasure of working with Will at Virgin games many moons ago and recently here at FarSight Studios. At Virgin I encountered an eager and talented young man who assisted me in designs for my early video game projects. I witnessed Will single handedly create amazing designs for some of the company’s most successful franchises.

Will always had an innate understanding of video game design principles and demonstrated superior imagination and an eagerness to exceed expectations. My acquaintance with Will has been a great joy. He is ever-ready to listen to all opinions and ideas, he is rapid, flexible and well-matured. He has a thorough and up to date understanding of all game genres and is always two steps ahead, thinking well beyond the current generation of systems and technology.

Will has been instrumental in facilitating timely production due to his comprehensive experience and understanding of the whole process, he seemingly has an infinite resource of great ideas up his sleeve and an exuberant sense of possibility.

Words to describe Will: Imaginative, detail oriented, excellent communication and a great team player. I would recommend Will as a senior or executive level designer for any organization.”

### **Scott Rogers – Principal Imagineer – Walt Disney Imagineering**

“If anyone is a mentor to me in this industry, it’s Bill Anderson. He took the time to give this “sprite monkey” a shot at working in game design and I will always be thankful for it. He generously taught me many of the foundations of game design and skills that I use to this day. I had the pleasure of working with Bill for several years, not only at Alexandria, but also Namco and Capcom where he was instrumental in team building and creatively leading the teams that created several top-selling games. But leadership skills aside, his most important trait is that he loves games. Whether as a manager or “down in the trenches”, Bill is a strong asset to any game production team.”

### **Steven Goodale – Designer – 3DO**

“Bill was contracted to do our paper maps on Sarge’s War, I was so impressed I pushed management to pay extra and bring him in to teach all of our level designers his techniques. The detail and clarity of design he conveyed was inspiring and has changed how I’ve done level concepts since.”

### **Craig Alexander – Lead Artist – FarSight Studios**

“Will’s enthusiasm for this industry and his work comes through on a daily basis. Even though his lengthy experience would warrant wanting to approach tasks on his own, he is always welcoming to new ideas and collaboration. His creativity and detailed organization are much appreciated and I thoroughly enjoy working with him.”

### **Chris Kline – Lead Artist – FarSight Studios**

“I’ve worked with Will for a while now and he has proven to be a valuable asset to the company. He has lots of game design experience and has excellent presentation and organizational skills. I’d highly recommend him.”

### **Migo Wu – Lead Artist – FarSight Studios**

“I had the pleasure of working with Mr. Anderson over at FarSight Studios for a bit over four years, where he was the producer and lead game designer on a number of projects we worked on together. Always friendly, professional and willing to go the extra mile to not only to provide very detailed game designs for our many productions, but also willing to lend a hand in other areas of production when needed. He never shies away from even helping a fellow staff member outside of the studio when needed. Skilled in so many areas of game play design and production management that I would totally recommend him!”

### **Brian Fletcher – Environment Artist – Ready at Dawn Studios**

“I had the pleasure of working with Will at Ready at Dawn Studios. I found him to be one of the most creative, professional and good natured people I’ve ever worked with. I appreciated that Will valued a good brainstorming session... and was always open to ideas or suggestions. I’d work with Will again in a heartbeat!”

### **Eiko Oba – Lead Artist Jailed Games**

“He is very experienced and enthusiastic about work. I was really impressed by all 2D level design and flowchart and documentation he has done and they are very organized and well structured. Not only coming up with cool ideas but also knowing how it would be executed. He is matured and reliable, very easy to work with!”

### **Christian Laursen – Lead Artist – Virgin Games**

“Bill is a great designer to work with. Professional and a team player.

His imagination and creative output was a major part of shaping the games we did at Virgin Games.

As a marriage, the designer and the background artist must work well together and I think the quality of Aladdin, Cool Spot, Global Gladiator and jungle book reflect the success of this connection between Bill and us artists.

He loves games and it shows in his work.”

### **Julian A.Moran – Concept Artist/Designer – Virgin Games**

“He had shown a great passion for his work and took total responsibility for the projects he would be involved in as a Sr. Lead Designer. I had the pleasure of not only working with him, but learning from one of the best game designers of the generation. He was imaginative, creative and worked on a high level of professionalism while at Virgin Games.”

### **Ryan Routon – Lead Software Engineer – FarSight Studios**

“I had the pleasure of working with Will for a few years when I was just starting out as a game programmer. His creativity, experience and passion left a great impression on me and I always enjoyed implementing his designs. His excitement for the projects we worked on, his always positive attitude and greatly appreciated encouragement (especially during crunch times) made him a joy to work for. I highly recommend Will for any design/producer position.”

### **Michael Reitmeyer – Lead Software Engineer – FarSight Studios**

“I’ve worked with Will for a few years now. His experience is indispensable. At FarSight Studios we regularly work on multiple projects at the same time. Will is great at managing these projects and all around a great guy to work with.”

### **Ash Thoth – Lead Software Engineer – FarSight Studios**

“The studio has a history of producing sports titles. As the market has shifted toward casual games their business grew and their titles have diversified. The company has come to rely on Will due to his extensive experience in a variety of genres. His contributions as Designer and Producer have allowed the company to have continued success in more than just sports, or sports related titles.

On a personal level he is very approachable and easy to work with making him a valuable addition to our team.”



## **Keith Weatherly – Senior Software Engineer – CAPCOM USA**

“Working with William was a pleasure. He always managed to communicate complex game design concepts to the engineering department allowing us to more easily implement his visions. His positive attitude and passion for his work was a great asset to our team while creating the Maximo game franchise.”

## **Dan Chang – Manager, Online Technology Support at Nintendo of America Inc.**

“Bill thinks clearly and communicates well. He quickly understood the limitations of our tUME map editor software, and he was able to communicate his feature requests clearly and concisely. By implementing his requests we were able to improve our product for all our customers. Thanks Bill!”

## **EDUCATION**

By the time I entered High School I was already designing and programming video games and there were no schools yet teaching game development, so right after I left school I focused on game development.

Now my game designs are being used at a number of universities in teaching game design to the next generation of game developers, such as Westwood College and The Art Institute of California where I was paid to develop the outline for their game design course.

- Big Bear Lake High School (Basics)
- Big Bear Lake Jr. College (Drawing/ Sculpting/ Photography)
- Zenith Electronics (Certificate in Robotics & Electronics)

## **PUBLICATIONS**

I've written many game design and development articles over the years, for a number of web sites, including Gamasutra.com. I also helped with the book “Get in the Game!” by Marc Mencher and have contributed to an upcoming TBA book on the history of gaming.

I created and manage (GADN) Game Artist and Designers Network on LinkedIn.com, which currently has over 7 thousand active members.

## **HOBBIES**

When not designing video games or consulting on gaming projects I enjoy the following...

- Building Hot-Rods
- Sculpting/ Arts/ Crafts
- Toy Collecting
- Electronics
- Wood Working