Bryan Cash

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EXPERIENCE

KingsIsle Entertainment, Inc.

Game Designer

Sep 2012 - Jan 2015

- Unannounced Mobile Projects
 - Worked as part of a research division designing, pitching, and prototyping new mobile games
 - Lead a prototype team exploring new game concepts
 - o Documented and pitched game projects to the company's executive board
 - Responsible for working with Producers to create production schedules and tasks
 - Managed a portion of the hiring process: reviewing resumes, interviewing candidates, and mentoring junior designers
 - Scripted levels, enemy encounters, Uls, and story sequences
- Grub Guardian (iOS/Android/Web) Tower Defense game that links to an MMO
 - Added monetization options to the game that increased profitability while maintaining the core game experience
 - o Created new premium towers and scripted additional challenging levels

Schell Games

Game Designer / Programmer

Jan 2007 - July 2012

- <u>TunnelTail</u> (iOS/Android) RPG where player leads and trains a team of mice (releasing Sept 2012)
 - o Served as Design Director on client project for BEST Foundation/Hilton Foundation.
 - o Personally requested by client to present an update before their Board of Directors
 - Brainstormed and scripted core game features (combat, missions, narrative, cinematics)
 - Developed Excel scripts to analyze and balance key game data
 - Directed the work of other designers and an external writer
- Disney's Pixie Hollow (Flash) Family friendly casual MMO
 - Designed, prototyped, and implemented minigames (Home Decorator, Tailoring, Cooking),
 while adjusting and responding to feedback from team members and playtests

Skyrates Project

Designer/Programmer

Fall 2006 - 2008

- Skyrates (Flash) Casual MMO about Sky-Pirates
 - Designed and implemented core features that improved gameplay and retention
 - Scripted combat encounters, enemy behavior, and wars against NPC threats
 - Responsible for early initial designs and community management of the game

Disney VR

Design/Programming Intern

Summer 2006

- <u>ToonTown Online</u> (PC/MMO) Family friendly game based on Disney's ToonTown
 - Responsible for pitching game concepts to project leads and implementing new minigames

SKILLS

Software

Unity, NGUI, Photoshop CS, mySQL, Balsamiq, Adobe AIR, XCode, Word, Excel,

Visio, PowerPoint, Version Control (CVS, SVN, Perforce)

Programming

Actionscript 3.0, C/C++, JAVA, Python, Scheme, HTML, PHP, VBA (Excel)

EDUCATION

- Carnegie Mellon University, Pittsburgh, PA: Masters in Entertainment Technology, May 2007
- Rice University, Houston, TX: B.A. in Computer Science, May 2005

OTHER WORK

TALKS

- Panelist: EA sponsored forum on diversity within the workplace EA RELATE May 2012
- Lecture: Sporadic Play-Game Update, the Latest Developments in Games for Busy People GDCOnline, October 2010
- Lecture: Sporadic Play The History and Future of Making Games for Busy People GDC Social &Online Game Summit, March 2010

PUBLICATIONS

- Chapter co-author: Designing Games for Ethics: Models, Techniques, and Frameworks, Dec 2010
- Paper co-author: *Oops, I learned something: Teaching via game mechanics*, Games+Learning+Society Conference, June 2012

AWARDS

- Serious Play Awards, 2013 Silver Medal for TUNNEL TAIL
- Serious Games Challenge, 2012 Finalist for TUNNEL TAIL
- Meaningful Play, 2012 Runner-Up for Best Digital Game for TUNNEL TAIL
- JaylsGames.com, Simulation Game, Best of Casual Gameplay and Audience Choice Award 2008 for SKYRATES
- Wizards of the Coast, International Games Festival, 2nd Place Gleemie Award for Strategic Gameplay for SKYRATES

INTERESTS

Theater, Carnivorous Plants, Board Games, Korean History