

# Andy Korzik

Game Designer

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## Employment

### **KIXEYE – Content Designer**

#### **TOME: Immortal Arena**

**Apr. 2013 – Jan. 2015**

- Designed content for the Unity-based browser MOBA (later released on Steam). One of two primary designers of playable characters.
- Led a pod of artists and QA as the vision holder for new and updated content. Took multiple characters from start to finish through iteration and playtesting. Updated existing characters to improve gameplay or match the quality of new characters.
- Designed abilities for characters, items, and NPCs. Implemented these through C# scripting, XML creation, and AI logic trees. Also used these tools to adjust game balance and game system balance as well as fix bugs.
- Collaborated with engineering team as the primary designer to improve in-house tools for faster, easier data creation.

### **EA2D / Bioware EA Redwood Shores – Associate Designer**

#### **Unreleased Core Mobile Game**

**Jan. 2012 – Feb. 2013**

- Designed a data-driven, modular combat ability system for a free-to-play game with AAA IP. This easily-tunable system allowed designers to quickly create and tune unit behavior and actions. Designed majority of the game's advancement and unit progression system.
- Worked with the design team to help develop the game's initial concept. Drove features from ideation to implementation. Wireframed and worked with other disciplines to develop features.
- Integrated monetization into various areas of the game. Designed and created store items and reward system.

#### **Dragon Age: Legends Standalone**

**June 2012**

- Re-tuned DA:L for standalone download. Removed heavy progress gates to speed up the single-player game.
- Re-tuned, removed, and created new items for the single-player game. Removed free-to-play advancement.

#### **Dragon Age: Legends (Facebook)**

**May 2011 – May 2012**

- Led design of store content and improvements. Primary designer of store content and equipment on a free-to-play game. Designed sales events and vanity items
- Iterated a live game from tests and feedback. Used telemetry and worked directly with the game's community to develop content and create new features. Iterated and released new content on a weekly or bi-weekly basis.
- Worked with all disciplines in many different areas. Worked directly with engineers, artists, and QA to develop new features and content for the game. Iterated features from ideation to implementation to both attract and retain users.
- Worked on a small team. Designed and tuned within most areas of the game. Created content for new characters, combat encounters, combat abilities, missions, game progression, castle content, and story logic. Designed and created content for the raids and goals systems.

## Education

#### **Carnegie Mellon University – Masters of Entertainment Technology**

**Graduated Spring 2011**

Curriculum: Working in interdisciplinary teams on various projects involving games, technology, and media at the Entertainment Technology Center for clients such as The Field Museum in Chicago and Electronic Arts.

#### **Georgia Institute of Technology – B.S. In Computational Media**

**Graduated Spring 2009**

Curriculum: Combines an understanding and technical knowledge in the area of Computer Science with the study and creation of interactive digital media and academic research. Minored in Japanese.

## Skills

**Programming/Scripting:** C#, Actionscript 3, Java, Python, HTML5, JSON, XML

**Wireframing/Design:** Visio, Illustrator, Excel