



KEN KOONTZ

Game Designer | Product Manager | Coach


ABOUT ME


I help really cool people craft really cool experiences that leave a real impact on the world.

My approach is a collaborative process of discovery, often across multiple disciplines, that require clear and precise specifications, empathic communication and the occasional poking at things.


I can confidently bridge the gap between high level design and technical implementation, and I believe building trust is the key to any team success.


CONTACT

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 Dutch resident / US citizen

SKILLS



Interactive Media



Prototyping



Product Management



Project Management



2D Asset Creation



3D Asset Creation

WORK EXPERIENCE ///

Game Architect Studio

Sr. Designer & Operations Manager | 2023 - present

Tasked with increasing the efficiency of internal & external game production and to nurture the growing company culture. Product Owner for ErasmusX project: *Ace Yourself App*

Koontz Interactive

Owner | 2020 - present --Working under Game Architect as a managing member--

Designing effective gamified solutions in a variety of genres, mediums, and contexts. Providing teaching support to technical education institutes and innovators with interdisciplinary projects. Awarded the NWO Take-Off Phase-1 Feasibility Study grant.

GEMH Lab

Creative Director | 2022 - 2025

Co-designing an interdisciplinary project toolkit: *Bloombox*.

Analyzing and synthesizing a near decade of GEMH Lab work into process tools to help innovators bridge the gap between science and design.

Technische Universiteit Eindhoven

Student Mentor/Consultant - Dept. of Industrial Design | 2021 - 2023

Worked with design professionals and professors at the Games & Play Lab to create, implement and facilitate a curriculum that focused on societal change through digital and tangible solutions. Student project coach, guest lecturer, and workshop facilitator.

Radboud Universiteit

Game Designer - Behavioural Science Institute | 2016 - 2021

Was hired to increase participant engagement in GEMH Lab research through gamification. Each game designed is able to show significant improvements in engagement. Furthermore, completed RCT trials indicate substantial and relevant outcomes from these studies.

Arizona State University

Art Director - Dept. of Psychology | 2013 - 2016

Asked to improve the appeal and user engagement of the games under development at the Embodied Games Lab, including but not limited to the Alien Health game. Consequently, EGL won multiple innovation grant competitions and awards at local and national levels.

Collins College

Adjunct Professor - Game Design | 2011 - 2014

Principles of Art & Design, Game Mechanics and Theory, Level Design, Narrative Design
Student project mentor, Game Jam Coach/Supervisor

Big Bang Entertainment, LLC

Lead Artist | 2008 - 2010

Co-designed environments for kart racing and speeder bike racing mini-games within the already established FreeRealms and Clone Wars Adventures MMORPGs, both minigames became fan favorites and top earning premium content for their respective games.

EDUCATION ///

Bachelor of Architecture

Florida A&M University | 2003 - 2004

Cum Laude

BS in Architectural Studies

Florida A&M University | 1999 - 2003

National Achievement Scholarship Recipient

