



KEN KOONTZ

CREATIVE DIRECTION | CONTENT PRODUCTION | GAME DESIGN

ABOUT ME

I co-create engaging interactive tools for study and intervention with an inclusive perspective. My approach uses a constant iterative process of gathering valuable insights from stakeholders, the end users, and subject matter experts across disciplines. In my work, I constantly seek to create playful experiences that have meaningful impact.

CONTACT

- +31 644 630 628
- ken@koontzinteractive.com
- www.kenkoontz.com
- linkedin.com/in/kenkoontz
- @KenKoontz17
- Amsterdam, The Netherlands

SKILLS



Graphic Design



Interactive Media



3D Modeling



Video Editing



Prototyping



Production Tools

WORK EXPERIENCE

- Owner**
 Koontz Interactive | 2020 - present
 We create games for emotional and mental well being. We apply psychological mechanisms for behavioral change into fun and engaging interactive experiences.
- Creative Director**
 GEMH Lab at Radboud University | 2016 - present
 Increased engagement of participants in studies through games, one of them was able to significantly decrease weekly smoking rates over time, with higher doses of gameplay leading to better outcomes.
- Art Director**
 Embodied Games Lab at Arizona State University | 2013 - 2015
 Improved the appeal and user engagement of the Alien Health game, by redesigning the user flow, visual style and narrative wrap resulting in the game winning multiple grant competitions.
- Founder | Owner**
 VirtualEye Studios, LLC | 2011 - 2016
 Used my experience as an environment artist and level designer to provide supplemental services in the creation of game assets and early developmental prototypes.
- Lead Artist**
 Big Bang Entertainment, LLC | 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 mini-games became fan favorites and one of the game's top rated mini-games.
- Environment Artist**
 Rainbow Studios - THQ | 2007 - 2008
 Placed on pre-production strike team to explore and prototype game mechanic concepts in a new IP development.

EDUCATION

- Bachelor in Architecture**
 Florida A&M University | Tallahassee, FL | 2004
 Cum Laude
- BA in Architecture**
 Florida A&M University | Tallahassee, FL | 2003
 National Achievement Scholarship Recipient

