



ALLAN DITZIG


CREATIVE DIRECTOR - INTERACTIVE DESIGN

SUMMARY

Broad experience in creative development, including focus on interactive design, visual design and creative leadership. History of working with teams of all sizes, from a studio of 300+ to small agile strike teams of 5. Responsible for several AAA projects on multiple platforms. Successful projects such as Dungeon Boss, Stuntman, Terminator, Wordscapes, Mortal Kombat, Arctic Thunder and Castleville. Design and leadership on mobile game franchises like Dungeon Boss and Wordscapes illustrate versatility with diverse products and studio structures.

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EXPERIENCE

SR CREATIVE DIRECTOR - CONTRACT

REEL/FX Flight School Studio, Dallas TX / February 2022 - Present

- Strategic planning and collaboration with VP/Head of Games.
- New IP development from pitch to proto to release.
- Building and Maintaining evolving product decks and pitch materials.
- Leading small creative teams through rapid proto to SL.
- Individual project level contribution and direction (UX, UI, level design, tools, visual content, planning)

PROTOTYPE DESIGNER / ART DIRECTOR

PeopleFun/Applovin, Dallas TX / July 2019 - January 2022 - 'Scapes titles, New IP

- Contributor across multiple projects (UX, Content, Brand Development, Marketing, Live Ops)
- Hired, mentored and managed creative team.
- Leadership in prototyping on new IP efforts.
- Leadership and Vision Holder on multiple user experience and visual development efforts.

CREATIVE DIRECTOR / CCO

Furnace Games, Dallas TX / May 2016 - June 2019 - Dungeon Stars

- Game and system designs
- Visual Design, UI, UX, Animation
- Financial and Production planning
- Marketing Designs

GAME DESIGN / ART DIRECTION

Boss Fight Entertainment, Dallas TX / 2013 - 2016 - Dungeon Boss, Unannounced IP

- Studio level creative/visual/ux management
- Content design, UX design, Visual Design
- New IP development from inception to WW launch
- Brand creation, identity and marketing design
- Product scheduling, planning, hiring, culture
- Multiple features, Editor's Choice, top grossing success

SKILLS

Game design

Creative team leadership

Content design

Visual development

UX Design

Marketing Design

Production planning

Staffing

Product Pitch

VFX

UI

Animation

Storyboarding

CREATIVE DIRECTOR / ART DIRECTOR

Zynga, Dallas TX / 2010 - 2012 - CastleVille

- Content design, release planning, team leadership - Live Ops
- Studio Design/Art Direction
- Staffing, Planning, Creative Mgmt for Cadence Team (San Fran)
- Brand Direction and marketing guidance
- Team growth from 40 - 70+

EXECUTIVE CREATIVE DIRECTOR

THQ/Montreal, THQ/Paradigm / 2003 - 2009 - Homefront, Stuntman, Terminator

- Founding member THQ Montreal with corporate directive to grow studio to 300+ employees.
- Studio build-out, staffing, creative culture
- Worked directly with GM on financial and production planning
- Held product roles as Creative Director, Art Director, Designer (THQ/Paradigm)

CHARACTER DESIGNER

Midway Games / 1998 - 2002 - Mortal Kombat V, Arctic Thunder

- Character and combat design
- Successful reboot into multi-million dollar franchise (MK5)
- Game design, Content Design, Level Design (Arctic Thunder)