Kory Heath www.koryheath.com (portfolio)
koryheath@gmail.com (408) 580-6887 LinkedIn
6254 Cloverhill Dr. San Jose, CA 95120

PROFILE

Game designer and Unity developer with 15+ years of experience designing, prototyping, and shipping mobile games, and 25+ years of experience designing and shipping tabletop board games. Skilled in rapidly iterating gameplay and developing polished player experiences.

PROFESSIONAL EXPERIENCE

Independent Game Designer & Unity Developer, Bloomington, IN/San Jose, CA (2021 - Present)
- Designed and developed Artiful, an AI-driven game using OpenAI and Unity.
- Created dozens of game prototypes exploring casual, strategy, roguelike, and AI genres.

Senior Game Designer & Unity Developer, Babeltime, Inc., Berkeley, CA (2019 - 2021)
- Led design of Draft Wars casual RPG, focusing on core gameplay loops and retention.
- Designed, developed, and shipped Tap Tap Puzzle for Android and iOS.

Lead Game Designer & Unity Developer, Sizzle Entertainment, San Francisco, CA (2017 - 2019)
- Designed and developed Tricky Tube, a hypercasual game published by Ketchapp.

Level Game Designer & Unity Developer, Babeltime, Inc., San Mateo, CA (2015 - 2017)
- Designed levels for the first two worlds of Realm Defense tower defense game.
- Contributed jack-of-all trades Unity and Lua development.

Lead Game Designer & iOS Software Engineer, Playees, Inc., Sunnyvale, CA (2010 - 2012)
- Designed and developed Gum Drop!, an action puzzle game for native iOS (ObjC) which made the Top 100 Paid Apps list.
- Designed and developed Tesla Blocks, an action puzzle game for native iOS (ObjC).

iOS Software Engineer, Apple Inc., Cupertino, CA (2010)
- Developed and maintained core iOS apps (Weather/Stocks/Calc/YouTube/Settings).

Independent Game Designer & iOS Software Engineer, San Jose, CA (2008 - 2010)
- Designed and developed Blockhouse.
- Designed and developed Werewolf.
- Designed and developed Texas Test'em.

Tabletop Board Game Designer, San Jose, CA (1998 - Present)
- **The Gang** (forthcoming), a game of co-op Texas Hold'em, to be published by KOSMOS.
- Zendo — Won the 2003 Origins Award for "Abstract Board Game" and was named one of the 2005 Mensa Select games by American Mensa.
- Blockers
- Why Did The Chicken?

SKILLS

Unity, C#, Godot, GDScript, Game Design, Rapid Prototyping, OpenAI APIs, ObjC, C, Pixelmator, Inkscape, Audacity