

# Karl Horvath

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## SUMMARY

Game Designer with over 10 years of experience. AAA and multiplatform experience. Experienced in level layout, scripting and gameplay prototyping for a variety of genres from MMO's to action titles.

## EXPERIENCE

### Game Designer, Amazon Games Studio

Seattle, WA – 2015 – April 2019

#### Wheel of Noms App - Twitch AFK Extension

- Responsible for Design, Theme and prototype systems in Javascript.

#### Unannounced Projects

- Design documentation, scripting, and layout of multiple gameplay prototypes in Lumberyard engine.
- Design documentation for gameplay systems, game economy models

### Content Designer, ArenaNet

Bellevue, WA — 2011 to 2014

Created and implemented open world events and ambient atmosphere in the Guild Wars 2 game world.

#### Shipped Titles

- **Guild Wars 2**
  - Scripted Dynamic Event gameplay in multiple maps
  - Scripted Renown Region gameplay in multiple maps
  - Scripted maps with ambient creatures and NPC scenes
  - Prototyped new gameplay experiences for World vs. World content
- **Guild Wars 2 Living World releases** (Halloween 2012, Wintersday 2012, Dragon Bash, Halloween 2013, Escape from Lion's Arch, Battle for Lion's Arch, Dragons Reach pt. 1, Dragon's Reach pt. 2)
  - Scripted open world content for multiple releases
  - Helped create new dungeon path for Twilight Arbor dungeon
  - Designed and scripted open world creatures for events
  - Helped design and script new items, skills, achievements and rewards

### Designer, Vicious Cycle Software

Morrisville, NC — 2007 to 2010

Document, layout and implement gameplay for multiple game genres.

#### Shipped Titles

- **Despicable Me the Game** (Wii, PS2, PSP)
  - Level layout, responsible for multiple puzzle rooms in each level.
- **Matt Hazard: Blood, Bath, and Beyond** (PSN, Xbox Live)
  - Level layout, scripted gameplay for 4 levels in the game
- **Eat Lead: The Return of Matt Hazard** (Xbox360, PS3)
  - Scripted opening tutorial, scripted combat encounters for opening level
- **Ben 10: Alien Force** (PSP, Wii, PS2)
  - Level layout, scripted combat encounters and platforming
- **Dead Head Fred** (PSP)
  - Scripted cinematics sequences

## **EDUCATION**

### **Savannah College of Art and Design**

BFA, Game Design and Interactivity — 2002 to 2006

## **SOFTWARE**

- Unity Engine 4
- Javascript

*(References available upon request.)*