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usa citizen • niederlassungserlaubnis (DE)

english (fluent) • german (B2) • portuguese (A2)

board games

Extravaganza (2023) // self-published

Castell (2018) // renegade games

design and development of euro-style strategy games with positive, uplifting themes. for extravaganza, ran a successful kickstarter and fulfilled worldwide.

super free games *sep 2013 – feb 2024*

design director // executive producer

Word Collect

Trivia Star

Restaurant Rivals

Hot Vegas Slots

Word Nut

Daily Crossword

Daily Brain

VIP Deluxe Slots

Word Forest

Fun Feud Trivia

Bingo Heaven

Vegas Rush Slots

Wordlook

Drop it like it's hot

Solitaire!

Epic Jackpot Slots

Word Balloons

Sudoku Sudoku

Video Poker

Get Rich Slots

Word Pets

Best Blocks

Blackjack

Fast Fortune Slots

Matchy Pics

Color Match 3D

Fortune Phrases

...and many many more...

responsible for game design, systems, ui/ux and continued feature development for all games. all games designed for iOS / Android. designed titles represent 300M+ lifetime installs, and 500B+ lifetime revenue. managed and reviewed the work of junior designers.

musical theatre *aug 2013 – jan 2016*

san francisco bay area credits include: Carrie: the Musical, Yeast Nation, Company, The Music Man, Forever Plaid, and more.

delectable *aug 2011 – aug 2013*

founder // chief product

Delectable Wine (iOS)

brief departure from the world of games to design and develop a social, consumer-oriented mobile app for wine lovers. responsible for the design of the app, a monthly wine subscription, and company leadership.

zipzapplay *jun 2010 – aug 2011*

senior game designer

Baking Life (Facebook)

Unreleased Life Sim (Facebook)

Plants vs. Zombies (Facebook)

responsible for all new feature development on Baking Life. led prototyping team for the facebook port of Plants vs. Zombies.

ngmoco:) *jan 2009 – jun 2010*

game designer

Eliminate (iOS)

Eliminate: Co-op (iOS)

Epic Pet/Crime/Chef/Titan Wars (iOS)

Modern Warfare FPS (iOs, cancelled)

GPS Pet-Battle RPG (iOs, cancelled)

mercenary game designer for all internal projects, in all areas (mechanics, systems, content, narrative, UI, etc). solely designed the cooperative port of Eliminate.

electronic arts *summer 2009*

game design intern

Dante's Inferno (Console)

Dante's Inferno: Trials of St. Lucia (Console)

level / encounter designer for Dante's Inferno. systems design and pre-production for Trials of St. Lucia.

silvertree media *may 2008 – may 2009*

game designer

Pixie Hollow (MMOG PC)

mini-game design, systems design, content design for MMO for kids.

carnegie mellon university *2002 – 2006, 2008–2010*

Master of Entertainment Technology (2010)

B.Sc. Mechanical Engineering (2006)

B.F.A Organ Performance (2006)

other relevant skills

Programming (C#, SQL, Python, Lua, GDScript)

Game Engines (Unity, Godot, Löve2D)

UI / UX (Figma)