

## Bill Graner, MFA

Game Designer & Interactive Designer

bill@funwithbill.net

415-275-2455

Portfolio: [funwithbill.net](http://funwithbill.net)

I am a San Francisco based game designer, interactive designer, and independent studio cofounder with 8 years of industry experience. I earned my MFA at USC's Interactive Media and Games Division.

I thrive under creative pressure. I love rapid prototyping and playtesting.

I love making games about ant colonies, mass transit, and other real world systems.

My skills and experience include:

- Game design: including prototyping and running playtests (8 years)
- Programming: Unity in iOS and Android; C#, Javascript, C++, Java (8 years)
- Running a mobile game studio (5 years)

## Industry Roles

2011 - 2017: Cofounder, Crater House

- Founded and ran a mobile game studio in San Francisco.
- Duties included game design, technical lead, programming, and business management

2009 - 2011 Game Developer, USC / UCLA Center for Advanced Technology in Schools

- Designed and built an educational math game for a study funded by the Bill & Melinda Gates Foundation.

2009 Level Design Intern, LucasArts

- Designed and implemented novel level features and puzzles for the Force Unleashed II.

2008-2009 Game Designer, Creative Media & Behavioral Health Center, USC

- Designed an online wellness game central to a study funded by the Robert Wood Johnson Foundation.

## Game Projects

Dig Quest: Israel (for iOS & Android, at Crater House, with Israeli Antiquities Authority, 2016)

- We made a kids' archeology game with scientists, including the Dead Sea Scrolls research team.

Mission: Admission (port to iOS, at Crater House, with USC and Futurebound, 2015)

- An educational game in which players strategize to get their characters into the colleges of their choice.

Shaq Sky Slam (for iOS and Android, at Crater House, with One Spear Entertainment, 2014)

- In this Crater House original game, Shaquille O'Neal and friends skydive out of airplanes and slam dunk on famous landmarks around the world.

This Little Pig (for Android, at Crater House, with Lance Paull, 2013)

- We built this interactive art experience designed by Lance Paull. Available on [Google Play](https://play.google.com/store/apps/details?id=com.funwithbill.thislittlepig).

The Kraken (port to Android, at Crater House, for Kraken Rum, 2012)

- We ported this Kraken Rum branded mobile game from iOS to Android.

Bug Hunt (port from PC to iOS, at Crater House, with Dom and Tom and Lazy Brain, 2011)

- We ported this retro arcade game from PC to iOS, designing and implementing touchscreen controls.

## **Education**

- University of Southern California: MFA, Interactive Media and Games (2011)
- Carleton College: Bachelor of Arts, Computer Science (2004)

## **Awards**

- 2010: Fox Fellowship, University of Southern California
- 2010: Independent Games Festival Student Showcase Winner, for Spectre

## **Professional Skills**

Game Design & Interactive Design

- Unity (focus on iOS and Android)
- Team leadership
- C#, C++, Java, Javascript
- Level Design