

# Steve Meretzky

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## Career Highlights

- ⤴ Acclaimed game designer with myriad awards
- ⤴ Decades of experience leading teams, mentoring talent, and running a company
- ⤴ Named one of the industry's 25 "Game Gods" by PC Gamer in September 1999
- ⤴ Winner of the 2008 Game Design Challenge at the Game Developers Conference
- ⤴ Co-presenter of the long-running "Year in Mobile Games" GDC lecture
- ⤴ Organizer of the annual Free-to-Play Games Summit at the GDC

2018 – Current

San Francisco, CA

### Game Design Consultant

- ⤴ Help advise and steer games in development as well as live games
- ⤴ Clients include Poker Stars, Social Point, Draft Kings, GameTime, Master Class, Google Stadia, and Google's AI Lab

2016 – 2018

King (a division of Activision)

San Francisco, CA

### Vice-President, Games

- ⤴ Assembled and led a team to create games for new messaging platforms.
- ⤴ Launched four games on Facebook Messenger ("Instant Games").
- ⤴ Gave design advice to teams across all of King's European studios.
- ⤴ Spearheaded a "North American Brain Trust" to improve the quality of SF-based and Seattle-based projects.

2013 – 2016

GSN Games (a division of Sony)

San Francisco, CA

### Vice-President, Creative

- ⤴ Led all design and art for GSN's \$200 million/year social casino business.
- ⤴ In charge of creative for *GSN Casino*, a top-ten-grossing mobile game.
- ⤴ Brought a new understanding of free-to-play design and retention techniques to GSN's inexperienced casino studio.
- ⤴ Worked with IP such as *Wheel of Fortune*, and talent such as Vanna White.

2008 – 2013

Playdom (a division of Disney)

Palo Alto, CA

### Vice-President, Game Design

- ⤴ Creative leader for one of the pioneering companies in mobile/social gaming
- ⤴ Incepted multiple projects; gave creative review and advice for many more
- ⤴ Intimately involved in running live games to maximize retention and monetization
- ⤴ Contributed to many hit Facebook games: *Mobsters*, *Sorority Life*, and *Social City*

2006 – 2008 Blue Fang Games Waltham, MA  
**Senior Game Designer**

- ▲ Lead designer for the Wii game *World of Zoo* and for several online projects

2005 – 2006 Floodgate Entertainment Waltham, MA  
**Chief Game Designer**

- ▲ Creative leader for an early developer of games for mobile devices
- ▲ Created one of the first real-time multiplayer mobile games, *Pirates of the Caribbean Mobile*

2000 – 2005 WorldWinner.com Newton, MA  
**Creative Content Director**

- ▲ Responsible for all game content for a highly-profitable online skill-games site
- ▲ Led the design and development of over thirty online games
- ▲ Created tournament structures for online competitions; analyzed and revised tournament structures to maximize player satisfaction and company revenue

1998 – 2000 GameFX (a division of THQ) Lexington, MA  
**Senior Game Designer**

- ▲ Project leader, responsible for all aspects of game design
- ▲ Managed an internal design staff, training several junior designers and producers

1997 - 1998 Lincoln, MA  
**Game Design Consultant**

- ▲ Clients included Disney, Blizzard, Hasbro, and Harmonix
- ▲ Created an online children's game, *Escape from Planet Z*, for JuniorNet

1994 - 1997 Boffo Games, Inc. Concord, MA  
**Founder and Vice President, Creation**

- ▲ Designer/Director of *The Space Bar*, a critically acclaimed big-budget graphic adventure game
- ▲ Designer/Director of *Hodj 'n' Podj*, a unique PC/Mac fantasy board game featuring 19 mini-games; one of the first casual games ever created

1989 – 1994 Lincoln, MA  
**Game Design Consultant**

- ▲ Designed, wrote, and coded four adventure games and role-playing games for Legend Entertainment including *Superhero League of Hoboken* and the *Spellcasting Trilogy*
- ▲ Designed and wrote *Leather Goddesses of Phobos II* for Activision
- ▲ Other clients included Microprose and Electronic Art

1981 - 1989	Infocom, Inc.	Cambridge, MA
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**Senior Game Designer**

- ▲ Designed, wrote, and coded 7 adventure games, many now regarded as industry classics:
  - ▲ *The Hitchhiker's Guide to the Galaxy* (in collaboration with Douglas Adams)
  - ▲ *Leather Goddesses of Phobos* (as seen recently in the movie "The Martian")
  - ▲ *Zork Zero*
  - ▲ *Planetfall*
  - ▲ *Stationfall*
  - ▲ *Sorcerer*
  - ▲ *A Mind Forever Voyaging*
- ▲ Full responsibility for all aspects of games from conception through code release
- ▲ A key role in package design and public relations
- ▲ Editor of Infocom's newsletters, The New Zork Times and The Status Line

1979-1981	Buncha Lousy Construction Jobs	Boston, MA
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**Assistant Project Manager**

Some really boring jobs for a bunch of stupid companies. Not really worth mentioning, except as a conversation piece for breaking the ice at interviews.

### Education

1975 - 1979	Massachusetts Institute of Technology	Cambridge, MA
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- ▲ Bachelor of Science in Construction Engineering and Project Management
- ▲ Minor in Creative Writing
- ▲ Co-ran the extensive campus movie and lecture program
- ▲ Managed a large graphic arts facility

### Other Stuff

- ▲ Founding member of the International Game Developers Association (IGDA); former member of the association's Board of Directors
- ▲ Founder of Post Mortem, the monthly meeting of Boston area game development professionals, which later became one of the first IGDA chapters
- ▲ Organizer of the Game Designers Workshop, an annual conference for the industry's most elite designers
- ▲ Regular speaker at the GDC and other industry conferences
- ▲ In the inaugural group of "50 over 50", a list of veteran game industry leaders
- ▲ Member of the Science Fiction & Fantasy Writers of America
- ▲ Author of 4 juvenile novels set in the Zork universe, published by Tor Books:
  - ▲ Zork: The Forces of Krill
  - ▲ Zork: The Malifestro Quest
  - ▲ Zork: Conquest at Quendor
  - ▲ Zork: The Cavern of Doom

### Award Highlights

British Academy of Film and Television Arts (BAFTA) Best Online Game:

*Hitchhiker's Guide (20<sup>th</sup> Anniversary Edition)*

PC Gamer: Named one of the industry's 25 "Game Gods"

PC Gamer Editors Choice Award: *The Space Bar*

Computer Games Strategy Plus Stamp of Approval: *The Space Bar*

Computer Games Strategy Plus One of the 12 Highlights of E3: *The Space Bar*

Computer Gaming World Top 15 Funniest All-Time Games: *Spellcasting 101*

Computer Gaming World Top 15 Funniest All-Time Games: *Leather Goddesses*

Computer Gaming World Top 15 Funniest All-Time Games: *Hitchhiker's Guide*

Computer Gaming World Best Role-Playing Game: *Superhero League of Hoboken*

Strategy Plus Best Multi-Character Role-Playing Game, Runner-Up: *Hoboken*

Games Top 100 Games of the Year: *Superhero League of Hoboken*

Computer Game Review Golden Triad Award: *Superhero League of Hoboken*

Strategy Plus Top Ten All-Time Adventure Games: *Planetfall*

Compute! Best All-Time Role-Playing/Adventure Game: *Hitchhiker's Guide*

MacReview Best New Adventure Game: *Zork Zero*

Entertainment Software Association (Great Britain) Best Adventure: *Stationfall*

Newsfield Publications (Great Britain) Best Adventure: *Leather Goddesses*

Happy Computer (Germany) Best Text Adventure: *Leather Goddesses*

SPA "Codie" Award for Best Software Packaging: *Leather Goddesses*

CHIP (Germany) Entertainment Software of the Year: *Hitchhiker's Guide*

Family Computing Best All-Text Adventure: *Hitchhiker's Guide*

CES Software Showcase: Award of Merit: *Planetfall*

Computer Games Best All-Text Adventure: *Planetfall*

InfoWorld Best Adventure Game: *Planetfall*

Video Review Best Computer Game Designer

Software Publishers Association:

Certified Platinum: *Hitchhiker's Guide*

Certified Gold: *Leather Goddesses of Phobos*

Certified Gold: *Planetfall*

### Review Highlights and Magazine Profile Highlights

“Meretzky’s resume reads like the contents of a ‘Best Of’ compilation.”

-*PC Gamer* (in their article “Game Gods”)

“Finally... a comedy CD-ROM that’s genuinely funny!”

-*People*

“An uproarious role-playing romp that heralds a new breed of computer games.”

-*Newsweek*

“Steve Meretzky has created some of the funniest, most memorable, and most challenging adventure games of all time... *The Space Bar* is a first-rate title that showcases a master designer at the top of his game.”

-*Computer Gaming World*

“If you’re a Meretzky fan, you should be scampering to your local software store. If you’re not a fan, you should be.”

-*Computer Game Entertainment*

“Hilariously funny... a true delight.”

-*Electronic Entertainment*

“One of the finest adventure games ever created.”

-*Strategy Plus*

“You ought to be on your way to the store by now... the best Meretzky yet.”

-*PC World*

“The must-play computer role-playing game of the year.”

-*Strategy Plus*

“It’s colorful, silly, & challenging. It’s extremely well-written. It’s a Steve Meretzky game!”

-*Computer Gaming World*

“...a bizarre but delightful sense of humor. Ignore it at your own peril.”

-*Computer Shopper*

“It is hilarious, from the opening scene to the fine print in the manual.”

-*Associated Press*

“...proves he is still the funniest man in the business...”

-*Zero* (Great Britain)

“Steve Meretzky, whose game credits read like a ‘Best Of’ adventure gaming list...”

-*Computer Gaming World*

“The most enjoyable game yet in the Zork series.”

-*Games*

“A masterpiece. Hilarious.”

-*Punch*

“A riotous jaunt through time and space.”

-*Omni*

“If you don’t laugh, see a doctor.”

-*Enter*

“Planetfall is just about worth the purchase of a computer. No fooling.”

-*Memphis Magazine*

“A feat for which Meretzky can’t get enough praise... A stroke of genius.”

-*Video Review*