

Holden Link

Producer, Designer
holden@holdenlink.com
530 420 5465

EDUCATION

Georgia Institute of Technology
B.S. Computational Media (est May 2011)
Honors Program, Dean's List

PORTFOLIO

Please visit my website for work samples and information about my current projects.

www.holdenlink.com

EXPERIENCE

Visceral Games

Assistant Producer Intern

Worked with core creative team to manage remote development of an **unannounced title**. Created extensive UI flow and managed daily build distribution. Observed and assisted focus tests.

Electronic Arts Los Angeles

Design Intern

Rapidly developed prototypes for **Microsoft Kinect** and supported additional projects with UI and gameplay design. Created over 40 levels for **BOOM BLOX Bash Party**.

Indiecise Games, LLC

Founder, Designer, Artist

Founded indie startup and designed **Audiball**, a critically acclaimed Xbox Live Indie Games launch title. Managed finances, marketing, and legal issues. Developed "Breakout" clone for **TRAQ 3D** on contract work.

Only At, LLC

Founder, Designer

Social humor network similar to "FMyLife" or "Texts from Last Night." College students submit stories about things they think could only happen at their schools. Only at Tech (www.onlyattech.net) is visited by 70% of the Georgia Tech campus every week. Named "most influential person" on campus in 2010 Blueprint (yearbook).

D-Pad Network

Founder, Administrator

Started gaming blog and fan sites network for popular franchises. Managed forum community, gave free hosting to other webmasters, and developed relationships with marketing departments of multiple publishers.

ACTIVITIES

Winner - 2010 Atlanta Global Game Jam
2nd Place - EA2D Browser Game Competition
Attendee - GDC 2008, 2009, 2010; E3 2009
3,000+ hours community service

SKILLS

Graphics:	Photoshop, Illustrator, After Effects
Code:	C# / XNA, Java, Python, HTML, CSS
Audio:	Reason 4.0, Audacity
Awesome:	Guitar Controller, Dance Pad

References available upon request