

Daniel King

STRATEGIC VISIONARY LEADER

Isle of Man

daniel@daregames.net
07890096673 mobile

Overview

Personal mission

'To serve as a leader, empowering people to create inspiring products that influence and entertain.'

Summary

A strategic visionary leader, with a background in digital consumer products. An individual with broad experience in operational processes and strategic planning. Extensive knowledge of product and marketing as well as enhancing the customer experience. Extremely motivated and driven to meet goals and ensure success.

Management

Through his positions in the past Daniel has managed small groups of employees, from two to three, to multiple departments within an organization of hundreds of individuals. He has overseen numerous projects to ensure that every individual completed their part, providing evaluations while pushing them to reach their goals.

Skills & Achievements

Soft Skills

- Driven
 - Concise
 - Decisive
 - Innovative
 - Adaptable
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Hard Skills

- Business Strategist
 - Operational specialist
 - Tactical problem solver
 - Team builder
 - Applied Skills
 - User focused
 - Casino & games expert
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Achievements

- Part of 2 Start-ups and Multi-million pound acquisitions
- 83 Games released
- 22 Years of Experience
- Senior positions in Market leading studios
- 11 Gaming Studios

Work Experience

Director of Strategic Vision

Cyprus
Sep 2022 - Present

Evoplay

As a client of Dare Games. Defining and developing a roadmap of iGaming products for casino partners. Working closely with stakeholders, commercial and analytical teams to understand both business and market-specific requirements. Along with other experts, working hands on and collaborating to develop the best and most innovative iGaming products in the world.

Games:

- Candy Craze
 - Ocean Catch
 - Bandit bust
 - Winter star
 - Catch the Wind
 - Cursed Can
 - Penalty Shoot-out: Street
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Managing Director

Malta
Jun 2019 - Present

Dare Games

Developing a range of innovative casino products for the online gambling industry. Setting the central vision and defining the overall strategy. Developing the business model, the product functionality, and the market strategy working alongside a world-class team of professionals.

Clients:

- Evoplay
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Chief Product officer

Malta
Nov 2021 - Sep 2022

Zarzilla Games

Developing a roadmap of mobile free-to-play card games for the Western market. Managed project leads, worked closely with stakeholders to ensure projects were on time, on budget and met business goals.

Games:

- Gin Rummy Super

Head of Games

Malta

Nov 2018 - May 2019

Pragmatic Play

Developing the product strategy, and roadmap for a range of premium video slot games for the Nordic market. Managed and built a team of artists, engineers and game designers. Leading the creative vision of the projects, while providing support, mentoring and guidance to the wider product team.

Games:

- Aladdin and the Sorcerer

Senior Producer

Stockholm, Sweden

Aug 2018 - Nov 2018

Quickspin

Developing and launching market leading video slot games for the best casino operators around the world. Defining, owning and driving the product vision from conception through to launch. Provided Inspiration and motivation to other members of the team while cultivating a collaborative culture.

Games:

- The Grand
- Divine Dreams

Senior Game Producer

Malta

Aug 2016 - Aug 2018

Yggdrasil Gaming

Producing the finest video slot games for the best online casino operators around the world. Designing, owning, and driving the games development team towards their production goals from concept to launch. Empowering and motivating the team, removing blockers from them whilst constantly driving the project towards success.

Games:

- Baron Samedi
- Nitro Circus
- Hanzo's Dojo
- Vikings go to Hell!!!
- Ozwin's Jackpots
- Valley of the Gods
- Sunny Shores
- Beauty and the Beast

Senior 2D artist/ Art Director

Hamburg

Aug 2015 - Aug 2016

Goodgame Studios

Working hands on designing and directing puzzle-based mobile games for casual players. Collaborating with a multi-skilled team on the relationship between audience, gameplay and art, how they coexist and support each other and how to use art to increase both adoption and engagement. Inspiring the team and providing mentorship in all areas of design.

Games:

- Little Lost
- Sunny Smash
- Mercs

Art Director/ Lead Artist

Farringdon, London
Aug 2013 - Aug 2015

Push Gaming

Defining and delivering the next generation of video slot games for UK and European Casino operators. Collaborating with studio owners to define strategy and long-term planning. Recruiting, mentoring, managing, developing and retaining a highly talented team of designers, ensuring their high impact contributions and individual career growth.

Games:

- Superheroes & Supervillain's
- Peter & the Lost boys
- Golden Farm
- Meet the Meerkats
- Ultimate Dream Team
- Legends of Racing (Flats and Jumps)
- Humpty Dumpty
- Bonus Beans

Senior 2D Artist

Warwick
May 2012 - Aug 2013

Full Fat Productions

Creating and developing 2D art assets for first-class IOS and Android mobile games from game concept through to production. Concepting and driving original and innovative art styles for each of the games. Pushing the art quality where players see it. Working closely with design to ensure the art supports the game experience.

Games

- Agent Dash
- Sugar rush
- NFL Quarterback 2013
- NFL Kicker 2013
- Flick Golf island

Game artist

London
Jan 2005 - Apr 2010

Hotgen Studios

Developing quality, fun game experiences for mobile, social, and console markets. Designing features, game environments, characters, and UI. Taking ownership and doing whatever it takes to create games that clearly stand out from the pack. Working closely with artists, producers, and engineers to ensure games are aligned with the high standards the business strives for.

Games

- Hasbro's - Mr. Potato Head
- Photo Face
- Ponyz
- Phineas and Ferb
- SpongeBob SquarePants Bikini bottom 500
- Toy Story
- High School Musical
- Camp Rock
- Hannah Montana: All in one
- Hannah Montana: One in a Million
- Hannah Montana: Best of Both worlds
- Wall-e
- Pirates of the Caribbean
- Vmigo: Dogs
- Vmigo: Cats
- Vmigo: Disney Princess
- Nursery Rhymes

3D Character Artist

Manchester
Jan 2004 - Dec 2004

Acclaim Entertainment

Produced top-quality character-related designs, models and textures for PlayStation and Xbox game consoles. Working closely with animators to ensure models deform correctly and are functional. Solving problems with visual design; filling in the gaps between concept art and modelling. Working closely with the Art Director and Leads to drive and maintain visual consistency.

Games

- ATV Off-road Fury 3 (PlayStation 2)

Game Titles

Game history

Total: 83 (Newest to Oldest)

Candy Craze
Ocean Catch
Bandit Bust
Winter Star
Temple of Thunder 2
Wolf Hiding
Collapsed Castle
Sold it
Unlimited Treasures
Northern temple
X-Demon
Book of the Priestess
Europe Transit
Jhana of God
Jhana of God Scratch
Catch the Wind
Cursed Can
Funny hunting
Penalty Shoot-out: Street
Penalty Roulette
Candy Dreams Bingo
Perfect Fishing
Soccer Solo Striker
Super Bartender
Gin Rummy Super
Street Racer
Aladdin and the Sorcerer
The Grand
Divine Dreams
Baron Samedi
Nitro Circus
Hanzo's Dojo
Vikings Go to Hell
Ozwin's Jackpots
Valley of the Gods
Sunny Shores
Beauty and the Beast
Sunny Smash
A Little Lost
Power Force Heroes
Power Force Villians
Gems of the Gods
Peter & the Lost boys
Golden Farm
Ultimate Dream Team
Legends of Racing Jumps

Legends of Racing Flats
Humpty Dumpty
Meet the Meerkats
Bonus beans
Jekyll and Hyde
Murder Mystery
Wild Wishes
Jungle trouble
Jurassic Island
Agent Dash
Flick Golf Island
Sugar Rush
NFL Quarterback 2013
NFL Kicker 2013
The Magic Mirror
Thumbelina
Peppa Pig: Basketball
Peppa Pig: The New House
BBC Planet Dinosaur
Ultimate Mortal Kombat 3
Power Snooker
Mr. Potato Head
Photo Face
Petz Pony Beauty Pageant
Phineas and Ferb – Best game ever!
Spongebob Squarepants Bikini bottom 500
Toy Story - Toys On The Move
High School Musical G2
Camp Rock Guitar
Hannah Montana: All in one G2
Hannah Montana: One in a Million
Hannah Montana: Best of Both worlds
Wall-e
Pirates of the Caribbean
Vmigo: Cats
Vmigo: Dogs
Vmigo: Disney Princess
Nursery Rhymes
ATV 3

Education

BA Games Design

University of Teesside

Awarded 1st Class Honours.

Middlesbrough
Sep 2000 - May 2003

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