

## Profile

Interactive designer with over a decade of experience in entertainment and informational projects. Passionate about creating experiences that empower, amaze, and delight audiences.

## Professional Experience

### Electronic Arts

*Designer - August 2010 to Present*

**The Sims 4** (base game, eleven expansion packs, and support of live service)

- Worked collaboratively with engineers, UX, artists, and production partners to design and implement creative tools for players, gameplay objects, and various systems from concept to ship.
- Specialized in a ground-up redesign of Build Mode during base game development with a goal to drive player engagement by balancing user accessibility with creative depth and power.
- Strong community presence in support of live service to keep in touch with player sentiment via forums, Twitter (over 45k followers @SimGuruHouts), and reddit.

**The Sims Medieval** (base game and expansion pack)

- Quest, character, and narrative design, gameplay objects, and system design from concept to ship.
- Worked closely with tools engineers to improve internal visual scripting tool used for quest authoring.

### HoutsDesign Multimedia

*Sole Proprietor - July 2005 to October 2010*

Freelance design work for clients including Hilton Hotels, Roche Molecular, Chevron, and Santa Clara Valley Transportation Authority. Designed and built professional web sites, DVD menus and content, custom graphics and animation, audio/video editing and production, print brochures, and email marketing.

### Nelson Staffing - Sony Computer Entertainment America

*Format QA Analyst - March 2003 to July 2005*

Worked individually and in teams to improve the quality of games developed for the PS1, PS2, and PSP. Including bug identification, classification, regression and database management. Co-lead on two projects requiring creation and management of a test plan for the team.

### Electronic Arts

*Core QA Analyst - July 2002 to October 2002*

**Tiger Woods PGA Tour 2003 (PC)** - Discovery and documentation of design, software, and hardware bugs. Responsible for security of laptops used throughout the testing cycle.

### PowerHouse Media

*Flash Developer - June 2001 to September 2001*

Designed and developed custom Flash animation and web sites for PowerHouse clients.

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## Education

Associate's of Arts in Multimedia, 2006  
*(coursework completed)*  
College of San Mateo, California

## Personal Interests

Plays guitar, bass, and drums. Enjoys art and drawing.  
Strong interest in VR/MR for entertainment and utility.