

Someone

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Professional Experience and Curriculum Vitae

Connecting People...Through Play

Chris Bennett is an award-winning Game Designer who has combined creative ideas with social networking to reach millions of players with his credited games. Chris creates compelling engagement loops and massively increases monetization for mobile and social games.

Chris has over 16 years of experience in the entertainment software industry and was instrumental in expanding hit brands like Diner Dash, which is one of the top-selling downloadable games of all time with over 1 billion downloads.

Chris has talked about games and game design for broadcast coverage in media including NBC TV, NPR and the San Francisco Chronicle. He is called on by organizations such as Stanford and USAID for his game design expertise.

Previous Clientele

Disney/Playdom
Stanford
Electronic Arts
USAID
Maxis
PlayFirst
Digital Chocolate
iWin
Atari
...and many others

Awards and Accolades

<http://www.linkedin.com/profile/view?id=247770>

Awards and Accolades

Line Producer and Design Credit on Diner Dash:
Hometown Hero:

- Received a Zeeby as 'Best Time Management Game of 2007' by Gamezebo.
- Nominated as 'Best Casual Game of the Year 2007' by Gamezebo.

Lead Designer and Producer of Diner Dash: Flo on the Go, nominated for:

- 'Best Casual Game of the Year' by Yahoo! Games
- 'Downloadable Game of the Year' by the AIAS
- Runner up 'Time Management Game of the Year'

15b Lloyd Road Singapore 239098 (co. reg. 201004398N)
- 'Downloadable Game of the Year' by D.I.C.E. helpdesk 656.227.2902, fax 656.227.0213

Voted one of the 'Top 10 Games of 2007' by Logler.

Producer and Co-Designer of Diner Dash 2:

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Please kindly get in touch for portfolio works.