

Kayne Ruse

0435 579 792
kayneruse@gmail.com
krgamestudios.com

Summary of Skills

C++, C#, JavaScript, HTML/CSS, lua
Unity, SDL/SDL2, ReactJS
Level Design, Networking, Writing

Over 10 Years Making Games Independently
Business, Marketing and Leadership Experience
Extremely Fast Learner

Current and Past Projects

Candy Raid: The Factory

This game released on Steam on October 1st 2018, just in time for the halloween season. This top-down puzzler was developed over 4 months, beginning as an entry to Ludum Dare 41.

This project was a team effort, and demonstrates my ability to manage a small team, as well as handling of business finances and other business related elements. I've also developed scheduling and strong communication skills from this project.

https://store.steampowered.com/app/868880/Candy_Raid_The_Factory/
<https://candyraid.com/demo>

Can't Anyone Save The World? 2nd Edition

Designed and developed on a shoestring budget, this sword-and-sorcery tabletop RPG is quick to start with easy to intuit rules, making it ideal for new players and shorter campaigns. It comes with a new setting baked in, filled with unique races and scenarios.

A free copy and the store page are available here:

<https://krgamestudios.com/castworld2>
<https://www.drivethrurpg.com/product/263098/Cant-Anyone-Save-The-World-2nd-Edition>

KR Game Studios

My portfolio website, designed from the ground up to be easy to navigate and use. It is built using ReactJS, and serves some content using simple markdown files. This demonstrates my ability to use a myriad of third party tools to achieve my goals, and to manage a cloud-based server.

You can find the live pages and the source code here:

<https://krgamestudios.com/>
<https://github.com/krgamestudios/krgamestudios.com>

Past Work

QPS Benchmarking

4 months internship, 2016 – 2017
Adam Holcroft – 0242 295 880