

Kayne Ruse

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krgamestudios.com

Summary of Skills

10+ Years Making Games
Playing Games Since Childhood
Passion For Development

Strong Programming Skills
Extremely Fast Learner

Current and Past Personal Projects

Can't Anyone Save The World? ("Cast World" for short)

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

This demonstrates my ability to get a game from concept to print, and to support it with constant updates; new resources are released every two weeks. You can find the core rules, the bundled adventure and the store page here:

https://krgamestudios.com/dl/castworld_SRD.pdf

https://krgamestudios.com/dl/Verona_Village.pdf

<http://www.drivethrurpg.com/product/230186>

Tortuga

Tortuga is a shelved 2D MMORPG, which runs on custom written public and private servers. Tortuga was written over a period of two years, from 2013-2015.

This demonstrates my ability to manage a large code base. You can find the source code here:

<https://github.com/Ratstail91/Tortuga>

krgamestudios.com

My custom built website, designed from the ground up that uses static pages generated from 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 page and the source code here:

<https://krgamestudios.com/>

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

Past Work

QPS Benchmarking

4 months internship, 2016 – 2017

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