

Kayne Ruse

0435 579 792

kayneruse@gmail.com

krgamestudios.com

Summary of Skills

ReactJS
NodeJS / NPM
MySQL / MariaDB
Webpack
Karma
JasmineJS
Istanbul
Babel
Redux
Semantic-UI

Passion for development
HTML, JS, CSS, C/C++, C#
AJAX, RESTful methodologies
SDL, SDL2, various extensions
Lua embedded scripting
Custom client / server networking
Cross platform development
(Windows, Linux)
git, github/gitlab

Current and Past Personal Projects

Kingdom Battles

A persistent browser based game, built in ReactJS/Redux with a NodeJS and MySQL backend, it handles account data and hashed passwords using bcrypt. This demonstrates my ability to build a secure and stable project, and to cultivate a small community of almost 400 players.

The game is “dead” at the moment, but it can be found here:

<https://kingdombattles.net/>

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

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.

You can find the official webpage and store page here:

<https://candyraid.com/>

https://store.steampowered.com/app/868880/Candy_Raid_The_Factory/

Past Work

QPS Benchmarking

4 months internship, 2016 – 2017

Adam Holcroft – **0242 295 880**