

Kayne Ruse

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krgamestudios.com

Summary of Skills

ReactJS

NodeJS / NPM

MySQL / MariaDB

Webpack

Karma

JasmineJS

Istanbul

Babel

Redux

Semantic-UI

Passion for development

ES6, JSX, HTML, SSL, CSS3, C/C++

AJAX, RESTful methodologies

SDL, SDL2, various extensions

Lua embedded scripting

Custom client / server networking

Cross platform development

(Windows, Ubuntu, CentOS)

git, github.com, gitlab.com

Current and Past Personal Projects

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>

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