

Kayne Ruse

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krgamestudios.com

Summary of Skills

10+ Years Making Games Independently
Passion For Games and Game Development
Marketing and Self Promotion Experience

Strong Leadership and Teamwork Skills
Business and Financial Skills
Extremely Fast Learner

Current and Past Personal Projects

Candy Raid

This closed source game is my current project, planned from the start as a commercial project for Halloween season. This project is the best game I've made so far; the demo and press kit have been linked below.

This project is 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://krgamestudios.com/candyraid/>

<https://krgamestudios.com/candyraid/presskit/>

Can't Anyone Save The World?

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 were released every two weeks. You can find the core rules, the bundled adventures for free on the store page:

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

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

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