

# Kayne Ruse

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0435 579 792

kayneruse@gmail.com

krgamestudios.com

## Summary of Skills

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- 13+ Years Making Games
- Playing Games Since Childhood
- Passion For Development

## Current and Past Personal Projects

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### Cast World (Can't Anyone Save The World?)

Designed on a shoestring budget, my latest project is a tabletop RPG designed to be easy to pick up and play. This demonstrates my ability to get a game from concept to print in a relatively short time.

[https://krgamestudios.com/dl/castworld\\_SRD.pdf](https://krgamestudios.com/dl/castworld_SRD.pdf)

<http://www.drivethrurpg.com/product/230186/Cast-World-Cant-Anyone-Save-The-World>

### Mecha Website

Mecha: Immense Warfare is a trading card game that has been shelved for financial reasons. Nonetheless, it shows promise in its ruleset and card list.

<http://mecha.krgamestudios.com>

<https://github.com/Ratstail91/Mecha-Website>

### 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.

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

## Past Work

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### QPS Benchmarking

4 months internship, 2016-2017.

Adam Holcroft – (612) 4229 5880