Kayne Ruse

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Summary of Skills

C++, C#, JavaScript, HTML/CSS, lua Unity, SDL/SDL2, ReactJS Level Design, Networking, Writing Over 10 Years Making Games Independently Business, Marketing and Leadership Experience Extremely Fast Learner

Current and Past Projects

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.

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

Can't Anyone Save The World? 2nd Edition

A prototype designed and developed 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.

Since the original version was so negatively received, I've decided to redo this game from the ground up, incorporating what I learned from the first edition. The text is updated often enough that I've found it easiest to distribute it via Dropbox.

https://krgamestudios.com/castworld2

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

OPS Benchmarking

4 months internship, 2016 – 2017 Adam Holcroft – **0242 295 880**