

# Kayne Ruse

0435 579 792

kayneruse@gmail.com

krgamestudios.com

## Summary of Skills

C++, C#, lua, JavaScript, HTML/CSS  
Unity, SDL/SDL2, ReactJS  
Level Design, Networking, Writing

10+ Years Making Games Independently  
Business, Marketing and Leadership Experience  
Extremely Fast Learner

## Current and Past Personal Projects

### *Candy Raid: The Factory*

This closed source game is my current project, planned from the start as a commercial project for the 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://candyraid.com/demo>

<https://candyraid.com/presskit>

### *Can't Anyone Save The World? 2nd Edition*

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

### *QPS Benchmarking*

4 months internship, 2016 – 2017

Adam Holcroft – 0242 295 880