

Kayne Ruse

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krgamestudios.com

Summary of Skills

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

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://candyraid.com/demo>

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

Kingdom Battles

A persistent browser based game, built in ReactJS/Redux with a NodeJS and MySQL backend, it handles account data and hashed passwords using bcrypt. This demonstrates my ability to build a secure and stable project, and to cultivate a small community of almost 400 players.

The game is "dead" at the moment, but it can be found here:

<https://kingdombattles.net/>

<https://github.com/krgamestudios/kingdombattles>

Can't Anyone Save The World? 2nd Edition

Designed and developed on a shoestring budget, this sword-and-sorcery tabletop RPG is quick to start with easy to intuit rules, making it ideal for new players and shorter campaigns. It comes with a new setting baked in, filled with unique races and scenarios.

The game is available for free download from the store page here:

<https://www.drivethrurpg.com/product/263098/Cant-Anyone-Save-The-World-2nd-Edition>

Past Work

QPS Benchmarking

4 months internship, 2016 – 2017

Adam Holcroft – 0242 295 880