

Max Krieger

Game Developer

Skills

Experience

Education

Cleveland, OH (willing to relocate)

440.941.4035

maxkriegervg.contact@gmail.com

GAME DEVELOPMENT

Console titles shipped: 1 (CROSSNIQ+). Unity 3D: 6 years. Nintendo Switch development: 1 year. GameMake Studio: 3 years.

PROGRAMMING/LANGUAGES

C#: 4 years. C++: 3 years. Salesforce development/admin: 2 ½ years.

DESIGN

Adobe Creative Suite (e.g. Photoshop, Illustrator): 7 years. Web: 1 year.

FUTURE MEMORY / Sole Proprietor

MAY 2018 - PRESENT, CLEVELAND, OH

Responsible for all aspects of production, development, and release of CROSSNIQ+, including planning, design, graphic design, programming, porting to console hardware, QA, and interfacing with contract artists and platform holders.

ACUMEN SOLUTIONS / Salesforce Developer

JUNE 2015 - MARCH 2018, SEVEN HILLS, OH

Developed backend (database) and frontend (web) for various Salesforce clients, both private and public sector.

KOVELS ON ANTIQUES / Data Entry

DECEMBER 2011 - DECEMBER 2014 (NONCONSECUTIVE), CLEVELAND, OH

Maintained and updated database of antique item entries, including images and metadata.

DePaul University / BS, Computer Game Development

SEPTEMBER 2011 - JUNE 2015, CHICAGO, IL

Attended and graduated from undergrad game development program, focusing on C++ and C# programming and Unity 3D/GameMaker Studio alongside game design education.

Saint Ignatius High School / High School Diploma

AUGUST 2008 - JUNE 2011, CLEVELAND, OH