

RUSSELL KRUEGER

1700 Baronne St, Apt # 255
New Orleans, LA, 70113

contact@russellkrueger.com
http://www.russellkrueger.com
(518) 892-1365

Skills	<p>Game and Level Development</p> <ul style="list-style-type: none"> ▪ Construction: BSP, Layout, World Building, Lighting, Encounter/Challenge Design ▪ Scripting: Gameplay and Event Scripting, Troubleshooting and Debugging, System Planning ▪ Gameplay: Level Layout and Planning, Testing and Balancing, Game Flow Refinement, UI/Controls Planning ▪ Leadership: Sprint and Project Planning, Design Review, Conflict Mediation, Feature Planning,
Software	<ul style="list-style-type: none"> ▪ Editors: Unreal 4, Unreal 3, Other proprietary tools ▪ Art: Photoshop, Google SketchUp, ▪ Documentation: Microsoft Office, Confluence, ▪ Source Control: Perforce, Tortoise SVN, Jira ▪ Scripting: Blueprint, Kismet, Lua 5.1
Work History	<p>Lead Level Designer, InXile Entertainment, New Orleans, LA <u>September 2016 – June 2019</u></p> <ul style="list-style-type: none"> ▪ The Bard's Tale 4: Barrows Deep (PC and Xbox One) Oversaw Team of 5-7 developers, level design layout and implementation, BSP and SketchUp construction, Team leadership, project management and coordination, Mentorship and guidance, feature design and iteration, occasional system and UX design <p>Senior Level Designer, Red 5 Studios, Irvine, CA <u>April 2015-November 2015 and July 2016-August 2016</u></p> <ul style="list-style-type: none"> ▪ Firefall (Versions 1.5-1.8): Level design layout and implementation, BSP and SketchUp construction, cover placement and combat iteration, <p>Lead Designer/Level Designer/Associate Producer, Army Game Studio, Huntsville, AL <u>May 2010 - April 2015</u></p> <ul style="list-style-type: none"> ▪ America's Army Visualization Platform 3: Product design and documentation, customer interface, world construction (terrain, texturing, lighting, placement), scenario design and scripting, occasional small-team management • Unreal Engine 4 Internal Prototype: Assess game engine for studio use, production assessments and timelines, planning and execution of content conversion, scripted a dynamic day/night cycle,
Education	<p>Professional Certificate in Digital Game Development with specialization in Level Design The Guildhall at SMU, Plano, TX August 2008-December 2009</p> <p>B.S. in Electronic Media, Arts and Communications Rensselaer Polytechnic Institute Troy, NY August 2004-May 2008</p>
References	Available upon request