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| <b>Skills</b>       | Game and Level Development <ul style="list-style-type: none"><li>▪ <b>Construction:</b> BSP Layout, Texturing, Lighting, Mesh Placement, Encounter/Challenge Design</li><li>▪ <b>Scripting:</b> Gameplay and Event Scripting, Matinee</li><li>▪ <b>Gameplay:</b> Level Layout and Planning, Testing and Balancing, Game Flow Refinement, UI/Controls Planning</li><li>▪ <b>AI:</b> Node Placement, Path Finding, Refinement</li></ul>   |
| <b>Software</b>     | <ul style="list-style-type: none"><li>▪ <b>Editors:</b> Unreal 4, Unreal 3, Hammer (<i>Half-Life 2</i>), The Elder Scrolls Construction Set (<i>Oblivion</i>), Unity, Offset Engine</li><li>▪ <b>Art:</b> Photoshop, Google SketchUp, Maya 8.5, 3DS Max 2009</li><li>▪ <b>Documentation:</b> Microsoft Office Confluence</li><li>▪ <b>Source Control:</b> Perforce, Tortoise SVN, Issue Manager, Jira</li><li>▪ <b>Scripting:</b> Blueprint, Kismet, Hammer, Lua 5.1</li></ul>  |
| <b>Work History</b> | <p><b>Senior Level Designer, Red 5 Studios, Lake Forest, CA</b><br/>April 2015-November 2015</p> <ul style="list-style-type: none"><li>▪ <b>Firefall (Versions 1.5-1.8):</b> Level design layout and implementation, BSP and SketchUp construction, cover placement and combat iteration,</li></ul> <p><b>Lead Designer/Associate Producer, Army Game Studio, Huntsville, AL</b><br/>September 2014-April 2015</p> <ul style="list-style-type: none"><li>• <b>Unannounced GSTEM Mobile Game:</b> Took over product design and documentation, production timeline, customer interface, level and puzzle design, game script, small-team and backlog management</li></ul> <p><b>Lead Level Designer, Army Game Studio, Huntsville, AL</b><br/>May 2010-April 2015</p> <ul style="list-style-type: none"><li>▪ <b>America's Army Visualization Platform 3:</b> Product design and documentation, customer interface, world construction (terrain, texturing, lighting, placement), scenario design and scripting, occasional small-team management</li></ul> <p>January 2014-April 2015</p> <ul style="list-style-type: none"><li>• <b>Next Generation Internal Prototype:</b> Assess game engine for studio use, production assessments and timelines, planning and execution of content conversion, scripted a dynamic day/night cycle, world construction and level conversion (terrain, texturing, lighting, placement), small-team management</li></ul> |
| <b>Education</b>    | <p><b>Professional Certificate in Digital Game Development with specialization in Level Design</b><br/>The Guildhall at SMU, Plano, TX<br/>August 2008-December 2009</p> <p><b>B.S. in Electronic Media, Arts and Communications</b><br/>Rensselaer Polytechnic Institute Troy, NY<br/>August 2004-May 2008</p>   |
| <b>References</b>   | Available upon request  |