

RUSSELL KRUEGER

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Skills	<p>Game and Level Development</p> <ul style="list-style-type: none"> ▪ Construction: BSP Layout, Texturing, Lighting, Mesh Placement, Encounter/Challenge Design ▪ Scripting: Gameplay and Event Scripting, Matinee ▪ Gameplay: Level Layout and Planning, Testing and Balancing, Game Flow Refinement, UI/Controls Planning ▪ AI: Node Placement, Path Finding, Refinement
Software	<ul style="list-style-type: none"> ▪ Editors: Unreal 4, Unreal 3, Hammer (<i>Half-Life 2</i>), The Elder Scrolls Construction Set (<i>Oblivion</i>), Unity, Offset Engine ▪ Art: Photoshop, Google SketchUp, Maya 8.5, 3DS Max 2009 ▪ Documentation: Microsoft Office Confluence ▪ Source Control: Perforce, Tortoise SVN, Issue Manager, Jira ▪ Scripting: Blueprint, Kismet, Hammer, Lua 5.1
Work History	<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"> ▪ Two Unannounced VR projects: Level design and art implementation, optimization and production improvements, UE4 subject matter expert ▪ 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"> • Unannounced GSTEM Mobile Game: Took over product design and documentation, production timeline, customer interface, level and puzzle design, game script, small-team and backlog management ▪ 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, world construction and level conversion (terrain, texturing, lighting, placement), small-team management
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