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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></ul>	<ul style="list-style-type: none"><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</li><li>▪ <b>Art:</b> Photoshop, Google SketchUp, Maya 8.5</li></ul>	<ul style="list-style-type: none"><li>▪ <b>Documentation:</b> Microsoft Office 2007 (Word, Excel, Visio, PowerPoint, Project, One Note), 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>		
<b>May 2010-January 2015</b> Lead Level Designer, <i>Army Game Studio, Huntsville, AL</i> <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>		
<b>January 2014-January 2015</b> Lead Level Designer, <i>Army Game Studio, Huntsville, AL</i> <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>September 2014-January 2015</b> Lead Designer/Associate Producer, <i>Army Game Studio, Huntsville, AL</i> <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>		
<b>Education</b>	Professional Certificate in Digital Game Development with specialization in Level Design The Guildhall at SMU, Plano, TX August 2008-December 2009	
	B.S. in Electronic Media, Arts and Communications Rensselaer Polytechnic Institute Troy, NY August 2004-May 2008	
<b>References</b>	Available upon request	