RUSSELL KRUEGER

World Builder/Scripter

6620 Old Madison Pike NW Apt. #611, Huntsville, AL 35806
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Skills

- **Construction-** BSP Layout, Texturing, Lighting, Mesh Placement, Encounter/Challenge Incorporation,
- **Scripting-** Gameplay and Event Scripting, Familiar with Matinee Scripting
- **Peer Leadership-** Conflict/Dispute Mediation, Maintaining Morale, Presentations, Tasking, Team Organization
- **Project Planning-** Milestone Planning and Negotiation, Team Contracts, Task Tracking, Risk Analysis and Mitigation, Maintaining Documents, Scheduling

- **Gameplay-** Level Layout and Planning, Testing and Balancing, Game Flow Refinement, UI/Controls Planning
- **AI-** Node Placement, Path Finding, Refinement
- **Documentation-** Concept, Level Abstract, Level Design Documents, Game Design Documents, Asset and Development Plan,
- **Production Management-** Maintaining product backlog, Running SCRUM, Creating and Maintaining Asset and Development Plan

Software

- **Editors:** Unreal Editor 3, Hammer (*Half-Life 2*), World Builder (Dawn of War 2) The Elder Scrolls Construction Set (*Oblivion*), Unity, Torque X
- **Scripting:** Kismet, Hammer, Lua 5.1, C#
- **Art:** 3D Studio Max 2009, Photoshop CS3, Google SketchUp, Maya 8.5
- **Documentation:** Microsoft Office 2007 (Word, Excel, Visio, PowerPoint, Project, One Note), Confluence,
- **Source Control:** Perforce, Tortoise SVN, Issue Manager, Jira

Game Experience

Army Game Studio

Government Applications   May 2010 – Present

Lead Designer – America's Army Visualization Platform 3

- Responsible for Interfacing with government customers, gathering requirements, and create production time lines
- Designed and documented eight levels across four separate products
- Construction: Terrain, Textures, Lighting, Decorative Mesh Placement, Entity Placement, Art Integration
- Scenario Design and Scripting
- Managed small outsourced teams

The Guildhall at SMU

Project: Snakebite   May 2009 – December 2009

Level Designer and Producer – *Unity* and *eMotiv EPOC Headset* Team Master's Project

- Created Placeholder Assets in 3DS Max 2009 and Co-Created level
- Construction: Terrain, Textures, Lighting, Decorative Mesh Placement, Entity Placement, Art Integration
- Scripted Dialog tree to respond to user's emotional state, detected by the EPOC Headset
- Wrote Thesis Proposal

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Under Deadly Skies   August 2009 – December 2009
Level Designer – *Gears of War* Individual Directed Focus Study

- Created Level Design Document
- Construction: BSP Layout, Textures, Lighting and Lighting Channels, Decorative Mesh Placement, Entity Placement, Cover Links and Groups, Encounter Scripting and Balancing
- Scripted Boomer to shoot out lights and create areas that are fatal to the player
- Scripted light puzzle/trap that the player must use against enemies
- Thematically consistent with *Gears of War*

Primae Noctis   June 2009 – December 2009
Associate Producer (Faculty Appointed) – *Unreal Tournament* 3 Team Project

- 17 Member Team (8 Level Designers/6 Artists/ 3 Software Engineers)
- Created and Maintained Asset and Development Plan and Maintained Product Backlog
- Worked with Game Designer to Refine and Balance Game play Through Play Testing and Changing Player Metrics, and Assisted in Organizing and Creating Milestone Presentations
- Managed and Directed Team , Conducted SCRUM and Tracked Tasks
- Compiled Feedback and Suggested Improvements to Game play and to Development Pipeline

Stranded   March 2009 – May 2009
Level Designer – *Gears of War* Individual Directed Focus Study

- Created Level Abstract and Level Design Document
- Construction: BSP Layout, Static Mesh placement, Lighting and Lighting Channels, Textures, Gameplay Entity Placement, Cover Links, Encounter Scripting, Flow Analysis and Iteration
- Scripted Game play Sequences with multiple objectives that trigger on a timer or when previous objectives were completed
- Studied and maintained architectural style

ROM's Hard Drive to Silicon Valley   October 2008– December 2008
Associate Producer/Level Designer (Faculty Appointed) – *Torque X Builder* Team Project

- 4 Member Team (2 Level Designers/1 Artist/ 1 Software Engineer)
- Game Tied for "Best Overall" by peer vote at Guildhall's 2008 Winter Exhibition
- Created Level Layouts for Levels 1 and 3
- Created and Maintained Game Design Document and Asset and Development Plan
- Prepared Statement of Work
- Managed and Directed Team, Tracked Tasks, and Conducted SCRUM

Rensselaer Polytechnic Institute

Tex-Mechs   January 2008 – April 2008
Level Designer – Student Team Project

- 4 Member Team (2 Designers and Artists/2 Programmers)
- Placed 1st in the 2008 Vicarious Visions Student Design Challenge
- Created and Implemented Level Layout in Maya
- Built and Textured Environmental Assets
- Co-Developed Game Design

Education

The Guildhall at SMU   August 2008-December 2009
- Professional Certificate in Digital Game Development, specialization in Level Design

Rensselaer Polytechnic Institute   August 2004-May 2008
- BS in Electronic Media, Arts and Communications
- Minors in German Language, Technological Entrepreneurship, and Game Studies