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| *RK* |  | *Russell Krueger*  LEAD LEVEL DESIGNER |
| Contact PHONE:  518-892-1365  WEBSITE:  [russellkrueger.com](http://www.russellkrueger.com)  EMAIL:  [russell.kruegergh@gmail.com](mailto:russell.kruegergh@gmail.com) SkillsTeam and Product LeadershipMentorshipConstructionGameplayScriptingProject PlanningDocumentation  * Production Management  TOOLS  * **Editors:** Unreal Editor 3-5, Hammer (Half-Life 2), The Elder Scrolls Construction Set (Oblivion) * **Scripting:** Blueprint, Kismet * **Art:** Photoshop, Google SketchUp * **Documentation:** Microsoft Office (Word, Excel, Visio, PowerPoint, Project, One Note), Confluence * **Source Control:** Perforce, Jira |  | WORK EXPERIENCELogo  Description automatically generatedInXile Entertainment – Lead Level Designer September 2016 – Present   * ***Unannounced Title***   Leading level design and content implementation for an unannounced project   * ***The Bard’s Tale 4: Director’s Cut (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  A picture containing text, sign, outdoor, dark  Description automatically generatedRed 5 – Senior Level Designer April 2015 – November 2015 and July 2016 – August 2016   * ***Firefall (Versions 1.5-1.8)***   Level design layout and implementation, BSP and SketchUp construction, cover placement and combat iteration A picture containing text, electronics  Description automatically generatedArmy Game Studio (SAIC) – New Media Specialist/Level Designer May 2010 – April 2015   * ***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***   Assessment of game engine for studio use, production assessments and timelines, planning and execution of content conversion, scripted a dynamic day/night cycle EDUCATIONNo photo description available.Professional Certificate in Digital Game Development with specialization in Level DesignThe Guildhall at Southern Methodist University August 2008 – December 2009  **Rensselaer Polytechnic Institute - FIREBachelor of Science in Electronic Media, Arts and Communications**  **Rensselaer Polytechnic Institute**  August 2004 – May 2008 |