

Collin Hover

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WEB

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PHONE

10X ENGINEERING

CTO/VP/TECHDIRECTOR/CULTURECHAMP/
FULLSTACK/MULTIPLAYER/GAMEPLAY/
AI/AUTOMATION/DEVOPS/PRODUCT/

EXPERIENCE

2024 — NOW

Studio Lead & CTO at Stealth Startup

Director of product and technology. Deep R&D in AI-assisted workflows.
Shipped infrastructure + 3 products and achieved \$1mm GGR / mo in 2 years.

2022 — 2024

CTO at Counterplay Games

Technology strategy, direction, R&D, and culture champion. Directed technology for 99% of AAA title Armatus and shipped 4 games to UEFN platform with 2mm+ players.

2021 — 2023

VP of Engineering at Counterplay Games

Engineering hiring, allocation, and growth frameworks. Established culture of high autonomy + minimal overhead. Scaled globally distributed team to 20 engineers.

2021 — 2022

Director of DevOps and Automation at Counterplay Games

Multiplayer + automation frameworks focused on company velocity.
AWS/PC/EGS/Steam/Playstation/Xbox integrations and automation.

2020 — 2022

Technical Director at Counterplay Games

Responsible for planning and execution of all technical work across all projects.
Lead team of 3 engineers responsible for securing \$70mm for project Armatus.

2017 — 2020

Principal Engineer at Counterplay Games

Shipped AAA title Godfall in 3 years with 6 engineers + indie title Duelyst in 2 years with 4 engineers. Responsible architect for multiple project codebases, all multiplayer/netcode, combat, and 60% of code written.

EDUCATION

2012

MFA in Visual Communication

2009

BFA in Visual Communication

SKILLS

CONCEPTS

Product & Tech Direction
Org Scaling (+Distributed)
High Autonomy Culture
Multiplayer/user
UI/UX
AI-assisted Workflows
Gameplay/Game Feel

LANGUAGES/PLATFORMS

C++
Typescript / Javascript
HTML / CSS
WebGL / OpenGL / D3D
Steam / EGS / EOS
AWS / Cloudflare
Playstation / Xbox

SOFTWARE

AI / GPT / LLM / Diffusion
Unreal Engine 4 & 5
Git / Perforce / Plastic
Visual Studio / VS Code / Rider
Adobe Design Suite
MSOffice / Google Workspace
Win / Mac / Linux