

Collin Hover

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EMAIL

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WEB

+1 (540) 558-8635

PHONE

10X ENGINEERING

CTO/CIO/VP/TECHDIRECTOR/MANAGER/
FULLSTACK/DEVOPS/MULTIPLAYER/
GAMEPLAY/AI/AUTOMATION/AWS/CF

EXPERIENCE

2024 — NOW

Studio Lead at Stealth Startup

Director of product and technology. Shipped infrastructure + 4 products with team of 4 and achieved \$1mm GGR / mo within first 2 years.

2022 — 2024

CTO at Counterplay Games

Technology strategy, direction, R&D, leadership, and culture.

2021 — 2022

VP of Engineering at Counterplay Games

Engineering hiring, allocation, and career management.

2021 — 2022

Director of DevOps and Automation at Counterplay Games

Multiplayer + automation frameworks focused on company velocity. AWS, Gamelift, EOS/EGS, Steam integrations for games, builds, and automation.

2020 — 2022

Technical Director at Counterplay Games

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

2017 — 2020

Lead Gameplay and Multiplayer Programmer at Counterplay Games

Shipped AAA title Godfall in 3 years with 6 engineers. Responsible architect for multiple project codebases, executed 60% of code, optimized netcode to <10kb/s.

EDUCATION

2012

MFA in Visual Communication

2009

BFA in Visual Communication

SKILLS

CONCEPTS

- Product Direction
- Tech Direction
- Team Building
- Multiplayer
- Gameplay
- UI/UX
- Game Design

LANGUAGES/PLATFORMS

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

SOFTWARE

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