Collin Hover

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PHONE

10X ENGINEERING
CTO/CIO/VP/TECHDIRECTOR/MANAGER/
FULLSTACK/DEVOPS/MULTIPLAYER/
GAMEPLAY/AI/AUTOMATION/WEB/

EXPERIENCE

2021 — NOW

VP of Engineering at Counterplay Games
CTO + CIO in all but name. Engineering hiring, allocation, and career management.

2021 — NOW

Director of DevOps and Automation at Counterplay Games
Multiplayer + automation frameworks focused on company velocity.

2020 — NOW

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.

2014 — 2017

Gameplay Programmer at Counterplay Games
Shipped indie title Duelyst in 3 years with 4 engineers.
Responsible for 70% of codebase and all rendering code/shaders.

2012 — 2014

Research Professor at University of South Dakota
Research in gaming and education. Built web game engine. Award winning student
teacher NASA collaboration project. Taught web dev and UI/UX design.

EDUCATION

2012

MFA in Visual Communication

2009

BFA in Web and Graphic Design

SKILLS

CONCEPTS	LANGUAGES	SOFTWARE
Tech Direction	C++	Unreal Engine 4 & 5
Team Building	Javascript	Git / Perforce / Plastic
Production Mgmt	HTML + CSS	Visual Studio / Rider
Multiplayer / Web	WebGL / OpenGL / D3D	Adobe Design Suite
Gameplay	English	MSOffice / Google Workspace
UI/UX		Win / Mac / Linux