

Kris Szafranski

Tenacious and curious creator looking to transition into the gaming industry. I'm a dedicated leader with a wide variety of technical and soft skills from a long career in software development, including indie game development. I'd love to make games with you!

Portfolio of game work
available at kdszafranski.com

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EXPERIENCE

Thoughtshelter Games — Owner, Game Developer

May 2013 — PRESENT

I am responsible for all aspects of game design and development, balancing my skills against utilizing additional talent while staying on schedule and within a set budget. I am also responsible for all project management, marketing/PR, business development, and networking.

- Designed, programmed, and launched A Druid's Duel on Steam: http://store.steampowered.com/app/333970/A_Druids_Duel/
- Utilized the Unity game engine, SteamWorks SDK, Mono/C#, PHP, JavaScript, SQL, and other technologies
- Implement a wide variety of features core to strategy, action, and role-playing games
- Research and utilize best practices around code security, performance, and architecture
- Created web portal and REST service to fully support online multiplayer features
- Worked with contracted Audio, Art, Programming, and PR talent
- Defined milestones and consistently met them
- Actively mentor and assist other game developers with game design and business problems

Prime Digital Academy — Director of Instruction, Fullstack Engineering

Jan 2017 — May 2023

Part of the Leadership team which directs overall business strategy and staff communication. Responsible for leading day-to-day instruction operations and curriculum development for the FSE program.

- Manage, support, grow, hire and train engineering instruction staff
- Guided transition to remote-only delivery during the COVID-19 pandemic as well as the successful return to in-person instruction
- Led faculty in major change from AngularJS to React/Redux

SKILLS

Unity, C#, C++, 2D and 3D

Gameplay programming,
game design, prototyping,
UI/UX design and
implementation

Leadership, Management,
Mentoring

Documentation Ninja

Project Management

Certified ScrumMaster

Graphic Design (Photoshop,
Illustrator)

Blender (basic
modeling/rigging, animation)

Fullstack Web Development

AWARDS

A Druid's Duel was selected to show at the Indie Megabooth in PAX East 2015, March 2015

A Druid's Duel was voted runner-up in all award categories at GlitchCon, Feb 2015

- technology stack and oversaw iterative deployment to students
- Improved curriculum through continuous iterations using agile practices

Prime Digital Academy — Instructor/Engineer, Fullstack

Aug 2015 – Aug 2018

Responsible for ensuring overall student understanding of the materials in my cohorts. I developed the schedule of content and ensured we covered everything needed. I delivered 90% of the lectures and content and therefore was seen as the leader of the classroom.

The Nerderly — VP of Software Development

Oct 2011 – May 2013

Oversaw the entire Software Development department, which accounted for 70% of the company's staff. It was my responsibility to provide strategy and leadership in support of 250+ software developers, project managers, UX designers, and QA engineers. Collectively this department annually delivered over \$50M of professional software services to clients across the globe.

- Fostered and supported a culture of open, honest communication and problem solving
- Mentored developers and project managers in delivering custom software on time and on budget
- Took point in the development and implementation of large-scale organizational changes

The Nerderly — Director of Software Development

Aut 2008 – May 2011

Responsible for day-to-day management of the Software Development department, largely through the Software Project Managers team. In my tenure as Director, The Nerderly grew annually at over 50%. This tremendous growth required constant adjustments and process iteration by a steady hand.

- Implemented numerous methodologies and organizational changes that allowed us to deliver consistent service to clients
- Actively managed and mentored a team of 6–20 Software Project Managers
- Managed salary increases, hiring, and performance management for the department
- Developed processes and tools to aid in the growth and the delivering of software at high scale
- Supported other company management and staff to win several "Best Places to Work" awards

A FEW FAVORITE GAMES

Breath of the Wild
 Alwa's Legacy
 Resident Evil 7
 Call of Cthulhu
 Hockey (IRL)
 Paper role-playing games

OTHER INTERESTS

Stories – Reading and writing
 Drawing
 Youth Sports Coaching

