

Kris Szafranski

Tenacious and curious creator looking to transition into the gaming industry. I'm a patient 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

kdszafranski@gmail.com
612-414-9392

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
- Created web portal and REST service to fully support online multiplayer features
- Created UI graphics and altered other game assets to suit
- Worked with contracted Audio, Art, Programming, and PR talent
- Ran a successful Kickstarter campaign to help fund and raise awareness for A Druid's Duel
- Signed with Surprise Attack Games (Melbourne, AUS) to publish and promote the game
- Actively mentor and assist other game developers with game design and business problems

Prime Digital Academy — Director of Instruction, Fullstack Engineering

Jan 2017 — PRESENT

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, 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 technology stack and oversaw iterative deployment to students

SKILLS

Teamwork, communication, honesty

Unity, C#/Mono, 2D and 3D

Game design, gameplay programming, UI/UX design and implementation

SteamWorks achievements integration, REST/API integration

Graphic Design (Photoshop, Illustrator)

Blender (basic modeling/rigging, animation)

Fullstack Web Development

Project Management

Certified ScrumMaster

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

A FEW FAVORITE GAMES

Breath of the Wild

- Improved curriculum through continuous iterations using agile practices
- Support business-wide operations as part of the Leadership Team

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
- Worked closely with the Sales team to balance project types and sizes, balancing the need for new projects against staff availability

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