Kayne Ruse

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krgamestudios.com

Goal – To obtain part-time or full-time work within a business that will allow me to further my skills and in turn allow me to further the business.

April 2018 – Current
Game Developer / KR Game Studios (Self – Employed)

- Game development and web development technologies.
- Leadership – leading multiple teams throughout various projects and liaising with contractors and volunteers to achieve the set outcome on a project.
- Business management – general accounting duties, networking, developing a business plan to further KR Game Studios and its products.
- Marketing – market research and advertising of projects to build a community interested and involved in KR Game Studios through the use of mailing lists, public websites and news feeds.
- Researching and developing software libraries, engines, infrastructure, and personnel.

Nov 2016 – March 2017
Intern Analyst Programmer / QPS Benchmarking

- Working in a team environment to problem solve and overcome system issues.
- Web development (Node, React/Redux, MySQL).
- Understanding and interpreting code written by other people.
- Working independently to find and solves problems – using my own resources to overcome problems.

October 2013 – June 2014
Kitchen Hand / Relish on Addison

- General kitchen hand duties – washing dishes, cleaning the workspace, and maintaining food safety standards.
- Preparation and storage of ingredients – chopping food using specific knife skills and packaging ingredients.
- Compliance of food safety hygiene and food handling.
- Ability to work in a fast paced environment whilst under pressure.

August 2013 – February 2014
Volunteer Shop Assistant / Mission Australia, Big Heart

- Collection, sorting and storage of assorted donations.
- Cleaning and maintenance of stock.
- Pickup and delivery assistance.
- Customer service and assistance.

Past Projects

2018
Candy Raid: The Factory / Windows, Linux, Nintendo Switch

This game released on Steam on October 1st 2018, just in time for the Halloween season. This top-down puzzler was developed over 4 months, beginning as an entry to Ludum Dare 41.

This project was a team effort, and demonstrates my ability to manage a small team, as well as handling of business finances and other business related elements. I've also developed scheduling and strong communication skills from this project.

Candy Raid: The Factory will soon be released on the Nintendo Switch, hopefully on it's second anniversary.

https://candyraid.com
https://www.nintendo.com/games/detail/candy-raid-the-factory-switch/
https://store.steampowered.com/app/868880/Candy_Raid_The_Factory

2019 – 2020
Potion School / Drive Thru Cards Print On Demand

This physical card game was first made available for purchase on 17th March 2020. This was developed by myself, with art provided at the end of the project by a great freelance artist.

With considerable playtesting from my local community of gamers, I was able to create a fantastic card game and release it as a print on demand product. I learned how to manage a community of players during development.

Due to the high costs associated with shipping, I'm currently researching avenues for local mass printing and retail on store shelves.

https://www.drivethrucards.com/product/305213/Potion-School

2020 –
Egg Trainer / Web

This as-yet unreleased game began development at the beginning of 2020 as my entry to Decade Jam. Development is slow by design, with long periods of active and inactive development.

Inspired by my favourite parts of Pokemon (namely collecting and competitive battling), I designed this to be a two-on-two asynchronous creature battling game, where players could hatch and breed eggs to create their favourite teams.

It's currently in closed alpha, however you can sign up at any time.

https://eggtrainer.com/
https://github.com/krgamestudios/eggtrainer

Technical Game Development Skills

- Unity, C#, C/C++, SDL/SDL2, lua
- Game Design, Level Design, Network Programming
- Business, Marketing and Leadership Experience
- Extremely Fast Learner

Technical Web Skills

- React, Node, MySQL
- NPM, Webpack, Babel
- Karma, Jasmine
- Semantic, Bootstrap
- JS/TS, HTML, CSS
- git, github/gitlab

General Skills

- Strong computer skills
- Can work independently and with a team
- Strong skills in website development
- Friendly and presentable
- Great interpersonal skills
- Hard working and determined

Education

2017
Certificate III in Business / MBC Employment

2009
Higher School Certificate / Oak Flats High School

References

Adam Holcroft

QPS Benchmarking

Manager

02 4229 5880

Tracey Thompson

Department of Education NSW

Character Reference

0401 048 635