

Justin Krogman

Game Designer

Canada & European Union | (+1 825 935 2332) | Jkrogman23@gmail.com

<https://justinkrogman.com/> | <https://studiotkrogman.com/>

<https://www.linkedin.com/in/justin-krogman/>

An analytical and creative team player with strong communication, problem solving, design, and technical skills that can concept, prototype ideas, find elegant technical solutions, and uphold creative vision through a good understanding of design and engineering.

Key Skills and Software

Unreal Engine 4 & 5 • Blueprint Scripting • Technical Game Design • Prototyping
Game Development • Level Design • Gameplay Balancing • Player Progression
UX • Game Documentation • Game Testing • Flowcharts • Jira • GitHub

◆ **Attention to Detail** - Ability to design and develop polished systems and gameplay that are both fun to use and play, created within scope while supporting other teams by communicating perspectives of each discipline from concept all the way through to launch.

◆ **Highly Technical** - Well versed with industry standards and best practices in Unreal Engine 4 and 5, always incorporating new standards and best practices as they develop.

◆ **Always Learning** - Continuously learning and improving everyday both professionally and personally, and loving the journey!

◆ **Varied Skill Set** - Able to wear many hats on smaller teams, or delve into specific topics and become a subject matter expert on larger ones to support a variety of development pipelines and team compositions.

Experience

Technical Designer (Unreal Engine 5)

Olive Branch Interactive - Aporion VTT (PC)

April 2025 - Current

- User interface and user experience design and implementation using Figma and Common UI to develop a rich and dynamic platform and device agnostic interface.
- Technical design and prototyping of gameplay systems and interactive gameplay elements using Blueprint to develop the core player experience.
- Project management and production to support the technical design department.

Junior Developer (Unreal Engine 4 & 5)

Indietopia - Ode aan Ede (VR PC)

September 2022 - July 2024

- Designed, developed, and shipped "Ode aan Ede" for the Borg Verhildersum museum, a virtual reality walking simulator created in Unreal Engine 4.
- Level design including implementation of critical pathing, objectives and player interactions, blocking volumes, game mechanics, and scripted sequences using in-editor tools and custom made spline-based systems.
- Developed a litany of custom interactable objects using Blueprint scripting language for key player progression. Ensured quality of interactions through gameplay balancing and testing.

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Experience (Continued)

Junior Developer (Unreal Engine 4 & 5)

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September 2022 - July 2024

- Audio design using audio components and triggers for an immersive and reactive experience, developed ambient soundscapes using in-editor tools such as sound cues with custom attenuation.
- Environmental design for various levels to create a contextually rich environment that complements the game's mechanics and narrative.
- Conducted regular testing sessions with both the primary target audience and key stakeholders to ensure design goals and vision were consistently met.
- Performed research into cultural values, design pillars, and target audience values for serious game design.
- Wrote and maintained game design documentation, flowcharts, and one-pagers to ensure a cohesive team vision and well structured design systems throughout development were met, and to support future development teams.
- Project management and production to support multiple teams of interns, utilizing Agile and Scrum methods to produce daily workloads and tasks for programming, design, and art disciplines.

Game Design Intern (Unreal Engine 4)

Indietopia - Ode aan Ede (VR PC)

February 2022 - June 2022

Achievements and Highlights

Volunteering

Devcom
General Volunteer
Cologne, Germany
August 2022, 2023 and 2024.

Awards

"Polder" graduation assignment nominated for the best student project of 2023.

50+ Thousand Players Reached

Designed and developed multiple VR experiences and supported them through launch.

Education

Hanze University of Applied Sciences

Bachelor of Science in Communication and Multimedia Design
Major in Game Design and Minor in Medialism
Groningen, The Netherlands - Graduated June 2023

Sait Polytechnic

Electrician

Completion of Red Seal Journeyman Electrical Program
Calgary, Canada - Graduated December 2018