

Justin D. Krogman



JOB OBJECTIVE

Game or Level Designer working
at an indie or AAA game studio in
Europe or North America

location: Groningen
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Portfolio: <https://justinkrogman.com>

EDUCATION

August 2019 – July 2023 **Hanze UAS** **Groningen, NL**

- Completion of Bachelor of Science in Communication and Multimedia Design program, major in Game Design and minor in Medialism
- Focus on gameplay, level, systems, and mechanics design for serious and entertainment games
- Ability to read and write in CSS, HTML, JavaScript, and Blueprint programming languages
- Understanding and application of Agile and Scrum management systems for multiple completed game projects and digital applications

October 2014 – December 2018 **SAIT Polytechnic** **Calgary, AB**

- Completion of Electrical Apprenticeship Program – Fully Certified and Endorsed Red Seal Journeyman Electrician

September 2009 – June 2013 **Bowness High School** **Calgary, AB**

- Completion of Alberta High School Diploma
- Completion of the CSTS Construction Safety Program
- Focus in fine arts, multimedia, and design
- Won the Imperial Oil Awards for Honours, Top Marks, and Continuous Improvement in Math 30-3

Tools and Technologies

Unity	Unreal Engine 4&5
MS Visual Studio Code	GitHub
Adobe Photoshop	Adobe Illustrator
Adobe Premiere Pro	Adobe After Effects

Industry Knowledge

Video Game Design	Analog Game Design
Game Development	Game Testing
Level Design	Photogrammetry
Agile	Scrum