

# Collin Krueger

## Game Designer

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3744 N Fremont St Apt. G

Chicago, Illinois, 60613

872.223.9446

[kcollin0320@gmail.com](mailto:kcollin0320@gmail.com)

<https://collinkrueger.com>

Software Developer resume available upon request.

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## Projects

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### Mom's Home

Lead Developer, Lead Designer, and Project Manager

- Led a team of two other programmers and three designers on a tight 6-month development schedule, ensuring we hit regular deadlines and had deliverables on time.
- Created and developed gameplay systems based on established Design Pillars, maintaining team focus on core gameplay and established effective communication between programmers and designers.
- Developed 3D Levels using unreal which serve both aesthetic functions and intentional gameplay features such as considering sightlines, pathing, and more.
- Developed a fully functioning online multiplayer indie game using the Unreal 4 Engine, including working with networking, gameplay programming, and UI programming.

### Alvanzia Campaign Guide

Lead Designer

- Developed an add-on to 5<sup>th</sup> Edition Dungeons & Dragons with over 70 pages of new rules, classes, skills, weapons, magic items and more, focusing on meaningful gameplay mechanics and horizontal progression.
- Created over 100 spells for a modern campaign setting based around different cultures between the 1920s and 1960s and the integration of arcanotech.
- Addition of a new class, the Shaman, a which specializes in all forms of magic with over 24 pages of customization, making no two Shamans alike.
- Collaborated with many individuals getting started in game design with a friendly back and forth environment and took playtest and design feedback seriously.

### Roll 100 School Survival

Lead Developer

- Created a full tabletop RPG set in a heightened version of high school where people gain powers through their identity with over 60 pages of content, over 10 classes and counting, a fully designed character sheet and more.

### ChimeraCon

Solo Designer

- Created a 2-6 player card game where players create hybrid creatures to fight to the death in a tournament style card game.
- Iteratively developed based on constant play tests and feedback, creating a rule set which is simple to learn with mechanics such as cheating which keep the gameplay active and constantly engaging.

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## Key Skills

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Analytic Skills, Adobe Suite: Photoshop, Illustrator, InDesign, and more. Organized, Great with Feedback. Documentation, Flexible, Good communicator with programmers, artists, and designers. Leadership Skills. C++, C#, Python, Java, Scala, HTML, CSS, JavaScript. Unreal 4, Unity, Good Writer. Good Team Management Skills.

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## Work Experience

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### Mortgage Services III

Business Intelligence Intern

June 2014 – January 2019, Bloomington, IL

- Assisted Senior Developers with SQL queries, SharePoint, and other Business Intelligence apps.
- Updated outdated website using modern HTML5 standards.

### Self-Employed

Tutor

August 2015 – present, Chicago, IL

- Helped peers raise their grades from failing to As and Bs in STEM and Design subjects including work in Computer Science, Economics, Calculus, Algebra, Chemistry, and more.
- Unofficially taught a class on graphic design to high school seniors.

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## Education

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### B.S. Computer Science, DePaul University

September 2016 – March 2021, Chicago, IL

- Graduating with a 3.7 GPA with a concentration in Game Programming.