

Collin Krueger

Software Engineer

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Game Design resume available upon request.

Projects

Mom's Home

Lead Developer, Lead Designer, and Project Manager

- Developed a fully functioning online multiplayer indie game using the Unreal 4 Engine, including working with networking, gameplay programming, and UI programming.
- 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.

Arcturus Game Engine

Solo Developer

- Developed an optimized Game Engine in C++ which focused on runtime efficiency through the use of design patterns.

Centipede in C++

Solo Developer

- Created a fully functioning re-creation of the classic arcade Centipede in C++ using a barebones game engine, utilizing proper object-oriented techniques, and writing efficient code.

Skills

C++, C#, Java, Python, Scala, other OO Languages and Libraries. Design Pattern Implementation, Networking, Unreal 4, Unity, DirectX11, SQL, HTML, CSS, JavaScript, Perforce. Quick Learner, Adaptable

Work Experience

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- Updated outdated website using modern HTML5 standards.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.

Education

B.S. Computer Science, DePaul University

September 2016 – March 2021, Chicago, IL

- Graduating with a 3.7 GPA