



## CONTACT

PHONE:  
518-892-1365

WEBSITE:  
[russellkrueger.com](http://russellkrueger.com)

EMAIL:  
[russell.kruegergh@gmail.com](mailto:russell.kruegergh@gmail.com)

## SKILLS

- Team and Product Leadership
- Mentorship
- Construction
- Gameplay
- Scripting
- Project Planning
- Documentation
- Production Management

## TOOLS

- **Editors:** Unreal Editor 3-5, Hammer (Half-Life 2), The Elder Scrolls Construction Set (Oblivion)
- **Scripting:** Blueprint, Kismet
- **Art:** Photoshop, Google SketchUp
- **Documentation:** Microsoft Office (Word, Excel, Visio, PowerPoint, Project, One Note), Confluence
- **Source Control:** Perforce, Jira

# RUSSELL KRUEGER

## LEAD LEVEL DESIGNER

## WORK EXPERIENCE

---



### InXile Entertainment – Lead Level Designer

September 2016 – Present

- **Unannounced Title**

Leading level design and content implementation for an unannounced project

- **The Bard's Tale 4: Director's Cut (PC and Xbox One)**

Oversaw Team of 5-7 developers, level design layout and implementation, BSP and SketchUp construction, Team leadership, project management and coordination, Mentorship and guidance, feature design and iteration, occasional system and UX design



### Red 5 – Senior Level Designer

April 2015 – November 2015 and July 2016 – August 2016

- **Firefall (Versions 1.5-1.8)**

Level design layout and implementation, BSP and SketchUp construction, cover placement and combat iteration



### Army Game Studio (SAIC) – New Media Specialist/Level Designer

May 2010 – April 2015

- **America's Army Visualization Platform 3**

Product design and documentation, customer interface, world construction (terrain, texturing, lighting, placement), scenario design and scripting, occasional small-team management

- **Unreal Engine 4 Internal Prototype**

Assessment of game engine for studio use, production assessments and timelines, planning and execution of content conversion, scripted a dynamic day/night cycle

## EDUCATION

---



### Professional Certificate in Digital Game Development with specialization in Level Design

The Guildhall at Southern Methodist University

August 2008 – December 2009



### Bachelor of Science in Electronic Media, Arts and Communications

Rensselaer Polytechnic Institute

August 2004 – May 2008