

# Justin Krogman

Game Designer

European Union | (+31 6 4290 5483) | Jkrogman23@gmail.com

<https://justinkrogman.com/>

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

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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.

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## 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.

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## Experience

### 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.
- 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 compliments 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.

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## Experience (Continued)

### Junior Developer (Unreal Engine 4 & 5)

Indietopia - Ode aan Ede (VR PC)

September 2022 - July 2024

- 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

- Game design and prototyping for serious and entertainment games.
  - Writing and maintaining game design documentation.
  - Game and level design in Unreal Engine 4 and 5.
  - Playtesting and balancing game systems and mechanics.
  - Research for serious game development.
  - Project management and production for a team of five.
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## 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.

### 30 Thousand Players Reached

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

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## 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