

Justin D. Krogman



JOB OBJECTIVE

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

Location: Groningen

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

Portfolio: <https://justinkrogman.com>

EXPERIENCE

September 2022 – September 2023

Junior Developer - Indietopia

Groningen, NL

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

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

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