

Justin D. Krogman

Technical Game Designer

An analytical and curious creative with strong technical, communication, leadership, and problem solving skills. Throughout my education and work I have cultivated strong relationships with both clients and team members through my ability to contribute towards complex Game Development projects in a professional environment. I enjoy the unique challenges presented by the Game Design process, and the opportunity to work in a creative multi-disciplinary team.



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📍 Groningen, The Netherlands

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WORK EXPERIENCE

Junior Developer

Indietopia

09/2022 - Present

Groningen, The Netherlands

Achievements and Tasks

- 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.
- Performed research into cultural values, design pillars, and target audience values for serious game design.
- Wrote and maintained game design documentation and one-pagers to ensure a cohesive team vision and well structured design systems throughout development, 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

Indietopia

02/2022 - 06/2022

Groningen, The Netherlands

Achievements and Tasks

- 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.

EDUCATION

Game Design

HANZE UNIVERSITY OF APPLIED SCIENCES

08/2019 - 06/2023

Groningen, The Netherlands

Achievements

- Completion of Bachelor of Science in Communication and Multimedia Design, major in Game Design and minor in Medialism.
- "Polder" graduation assignment nominated for the best student project of 2023.
- Propaedeutic Certificate.
- Focus on systems and technical design for serious and entertainment games.
- Ability to read and write in CSS, HTML, JavaScript, and Blueprint programming languages.

Electrician

SAIT POLYTECHNIC

10/2014 - 12/2018

Calgary, Canada

Achievements

- Completion of Electrical Apprenticeship program.
- Fully certified and endorsed Red Seal Journeyman Electrician.

TECHNICAL SKILLS

Unreal Engine

Blueprint, Level Design, Scripting, Sequencer, Audio, UMG Widgets (UI), Materials, Optimization, Procedural Generation, Enhanced Input

Unity

Level Design, Understanding of C#

Adobe Suite

Photoshop, Illustrator, Premier Pro, After Effects, InDesign, XD

Google and Microsoft Suite

Docs, Sheets, Slides, Forms, Word, Excel, Powerpoint

Blender

Basic 3D Modeling

Tools

Miro, ClickUp, Jira / Confluence, Trello, Slack, Visual Studio, GitHub

GAMING ACCOMPLISHMENT

Halo 3 and Halo 3: ODST - 2009

Completed all seven "Vidmaster" achievements and unlocked "Recon Armour".

LANGUAGE

English

Native Speaker - Full Proficiency

DESIGN SKILLS

Game Design

Level Design

Technical Game Design

Gameplay Balancing

Scripting

Player Progression

Game Testing

Player Experience

Game Documentation

SOFT SKILLS

Leadership

Team Player

Organization

Flexible

Critical Thinking

Problem Solving

Adaptable

Detail Oriented

Active Listener

Creative Solutions

Innovative

PERSONAL INTERESTS

Snowboarding

Bouldering

Airsoft

Travel

Camping

GAME INTERESTS

Role Playing

Co-Op Focus

Tactical First Person Shooters

Survival Crafting

Action Adventure

Procedural Generation