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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🔲 https://www.linkedin.com/in/justin-krogman/

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, 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
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.

VOLUNTEERING

Devcom
General Volunteer
August 2023
Cologne, Germany

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General Volunteer
August 2022
Cologne, Germany

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" achievments 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 Flowcharts
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