Max Krieger

Game Developer

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Skills

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Experience

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Education

Pittsburgh, PA

216.367.2854
maxkrieger.contact@gmail.com

GAME DEVELOPMENT

Console titles shipped: 5 (Silent Slayer: Vault of the Vampire, Among Us VR, I Expect You To Die 3, I Expect You To Die, CROSSNIQ+)

Unity: 10 years experience. Unreal Engine: 1 year. Nintendo Switch development: 2 years. Meta Quest XR development: 4 years. GameMaker Studio: 3 years. C#: 10 years. C++: 4 years. HLSL: 2 years.

ART / DESIGN

Shader writing: 2 years experience. Adobe Creative Suite (Photoshop, Illustrator, Premiere, Audition): 10 years. Blender 3D: 3 years.

Schell Games / Advanced Game Engineer (Game Engineer II)
SEPTEMBER 2020 - AUGUST 2024
Responsible for player-facing interaction systems, database systems, menu systems, UI/UX design, technical art, network programming, mixed reality systems, and localization systems across multiple projects.

FUTURE MEMORY / Sole Proprietor
MAY 2018 - PRESENT
Responsible for all aspects of CROSSNIQ+, including planning, design, graphics, programming, console porting, QA, and production duties with contractors. Developing future game and multimedia projects (TBA).

ACUMEN SOLUTIONS / Salesforce Developer
JUNE 2015 - MARCH 2018, SEVEN HILLS, OH

Developed backend (database) and frontend (web) for various Salesforce clients in both the private and public sector.

DePaul University / BS, Computer Game Development
SEPTEMBER 2011 - JUNE 2015, CHICAGO, IL

Saint Ignatius High School / High School Diploma
AUGUST 2008 - JUNE 2011, CLEVELAND, OH