

Kris Szafranski

I'm a dedicated leader with a wide variety of technical and soft skills from a long career in software development, including web and indie game development. I'm not afraid to dive in and figure it out - I'm awesome at finding answers and applying resources to get things done. I'd love to make games with you!

EXPERIENCE

Indie Game Development

May 2013 — PRESENT

A Druid's Duel

- Designed, programmed, and launched A Druid's Duel on Steam: http://store.steampowered.com/app/333970/A_Druids_Duel/
- Utilized the Unity game engine, SteamWorks SDK, Mono/C#, PHP, JavaScript, SQL, and other technologies
- Created web portal and REST service to fully support online multiplayer features
- Built tools and extended Unity editor to handle saving/loading and testing scenarios

Other Games

- Applied excellent analytical and problem solving skills to Unity and Unreal game engine projects using C#, C++ and Blueprints
- Built a custom 2D game engine with C++/DirectX for a Breakout clone including a visual level editor
- Implemented myriad gameplay systems and mechanics including player and camera controllers, animations, save/load systems, level tools, complex component chains, event delegation, GUI management, Achievements, and API integrations
- Design and implement a wide variety of features core to strategy, action, FPS, casual, and role-playing games in prototype projects and jams
- Create and edit VFX and Materials through Unity and Unreal
- Research and utilize best practices around code security, performance, and architecture
- Created and edited media assets as needed (models, textures, audio/SFX, video, sprites)

Portfolio of game work available at kdszafranski.com

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WHAT I DO

Solve Problems effectively and efficiently

Communicate clearly

Unity, Unreal, C#, C++ in 2D and 3D

Gameplay programming

Game design, prototyping

UI/UX design and implementation

Fullstack Web Development (JS/Node/React/SQL)

Leadership, Management, Mentoring

Documentation Ninja

Project Management, Certified ScrumMaster

Graphic Design (Photoshop, Illustrator)

Blender (modeling/animation/texturing)

AWARDS

A Druid's Duel was selected to show at the Indie Megabooth in PAX East 2015, March 2015

A Druid's Duel was voted runner-up in all award categories at GlitchCon, Feb 2015

Prime Digital Academy — Director of Instruction, Fullstack Engineering

Jan 2017 — May 2023

Part of the Leadership team which directs overall business strategy and staff communication. Responsible for leading day-to-day instruction operations and curriculum development for the FSE program.

- Manage, support, grow, hire and train engineering instruction staff
- Guided transition to remote-only delivery during the COVID-19 pandemic as well as the successful return to in-person instruction
- Led faculty in major change from AngularJS to React/Redux technology stack and oversaw iterative deployment to students
- Improved curriculum through continuous iterations using agile practices

Prime Digital Academy — Instructor/Engineer, Fullstack

Aug 2015 – Aug 2018

Responsible for ensuring overall student understanding of the materials in my cohorts. I developed the schedule of content and ensured we covered everything needed. I delivered 90% of the lectures and content and therefore was seen as the leader of the classroom.

The Nerdery — VP of Software Development

Oct 2011 – May 2013

Oversaw the entire Software Development department, which accounted for 70% of the company's staff. It was my responsibility to provide strategy and leadership in support of 250+ software developers, project managers, UX designers, and QA engineers. Collectively this department annually delivered over \$50M of professional software services to clients across the globe.

- Fostered and supported a culture of open, honest communication and problem solving
- Mentored developers and project managers in delivering custom software on time and on budget
- Took point in the development and implementation of large-scale organizational changes

The Nerdery — Director of Software Development

Aut 2008 – May 2011

A FEW FAVORITE GAMES

Breath of the Wild
Alwa's Legacy
Resident Evil 7
Call of Cthulhu (PC)
Hockey (IRL)
Paper role-playing games

OTHER INTERESTS

Stories - Reading and writing
Drawing
Youth Sports Coaching
Running/Outdoor activities

Responsible for day-to-day management of the Software Development department, largely through the Software Project Managers team. In my tenure as Director, The Nerdery grew annually at over 50%. This tremendous growth required constant adjustments and process iteration by a steady hand.

- Implemented numerous methodologies and organizational changes that allowed us to deliver consistent service to clients
- Actively managed and mentored a team of 6-20 Software Project Managers
- Managed salary increases, hiring, and performance management for the department
- Developed processes and tools to aid in the growth and the delivering of software at high scale
- Supported other company management and staff to win several "Best Places to Work" awards