



/CURTIS_MCKINNEY

/GAME_DESIGNER

/SKILLS

ROLES	years	ENGINES	years	LANGUAGES	years	SOFTWARE
Technical game design	8	Unreal Engine 4	6	C++	13	Perforce / git / svn
Gameplay programming	8	Unreal Engine 5	1	C	13	Jira
Game systems design	8	Unity	4	C# / Java	13	Blender
Level design	5	The Machinery	1	UE Blueprints	6	Steamworks
Narrative design	5	Ogre	2	Rust	4	Visual Studio / vim / etc
AI Behavior design	5	SDL	2	Haskell	7	Adobe Software
Sound / Music	15	Panda 3D	2	GLSL / HLSL	7	Substance Designer
Procedural art	8	Custom Engine	2	Scripting Langs	13	Audio DAW's

/EXPERIENCE

BIT ROT (2017-2022)

Studio lead, game design, programming, level design, art, sound/music, etc

- **RECURSIVE RUIN** (published by [Iceberg Interactive](#), released 2022 on [Steam](#) / [EGS](#) / [GOG](#))
- **NECRONOMICON** (audio programming language, released 2021 on [GitHub](#))
- **FORGOTTEN FUTURES** (In Production)
- Several unreleased projects

KUMA GAMES (2013-2016)

Technical game design, gameplay programming, level design, prototyping, sound/music

- **EVIL MAGIC FINGER** (Released 2015 on Apple Store and Google Play Store)
- **INFINITE OVERDRIVE** (Released 2014 on Apple Store and Google Play Store)
- Several unreleased projects

INFINITE IMPROBABILITY (2006-2008)

Studio lead, music composition, sound design.

- **HELLGATE: LONDON** ([Flagship Studios](#) / NAMCO BANDAI, released 2008/2018 on [Steam](#))
- Several smaller projects and mods

/EDUCATION

BOURNEMOUTH UNIVERSITY (2015)

School of Design, Engineering, and Computing

PhD | Doctor of Philosophy in Creative Technology

MILLS COLLEGE (2009)

Center for Contemporary Music

MFA | Master of Fine Arts in Electronic Music & Recording Media

UNIVERSITY OF OKLAHOMA (2007)

School of Music

BM | Bachelor of Music in Music Composition

/CONTACT



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/PORTFOLIO



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