Ambrose Kruml

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531-329-9660

https://ambrosekruml.com

Experience

February 2024

Blender Landscapes

- Used varying techniques to make landscapes in Blender

https://ambrosekruml.com

JANUARY 2023 - MAY 2023

Balloon Fight GMU Edition

- Collaborated with 7 programmers in a team of 30
- Submitted code from Unity project with Amazon Web Services repository

https://skyboygames.itch.io/gmu-balloon-fight

NOVEMBER 2022

Beyond Achthel

- Created multiple logically connected levels
- Programmed Lock and key mechanisms

https://vimeo.com/manage/videos/780539000/privacy

MARCH 2023

MAY 2022 - PRESENT

Unity Game Experiments

- Iterated through game concepts in 1-2 days in Android and Web GL formats

https://ambrose-kruml.itch.io/

Technical Skills

3ds Max, Blender, Unity, Unreal, After Effects, Photoshop, Substance Painter, Premier Pro

Education

AUGUST 2020 - PRESENT

George Mason University, Fairfax VA – Computer Game Design