COLIN MCINERNEY

GAME DEVELOPER

CONTACT

✉ mcinerc@gmail.com

🌐 colin.how

ABOUT ME

Game developer focused on the intersection of narrative and technical line. Deep love of systems and storytelling. Trained in communication and conflict resolution.

RELEASED GAMES

Life Eater
Strange Scaffold, April 16 2024
Content Design

Dangeresque: The Roomisode Triungulate
Homestar Runner, August 11 2023
Additional Programming

Dreamfather Loves You
Strange Scaffold + Meow Wolf, July 14 2023
Additional Programming

Cosmonious High
Owlchemy Labs, March 31 2022
Content Design & Writing

Dreamfather Loves You
Strange Scaffold + Meow Wolf, July 14 2023
Additional Programming

Vacation Simulator: Back to Job
Owlchemy Labs, September 10 2020
Lead Writing & Quality Assurance

All Hams on Deck!
The Bread & Butter Game Co., January 19 2020
Lead Design & Programming

Vacation Simulator
Owlchemy Labs, April 9 2019
Writing, Development & Quality Assurance

Job Simulator: Infinite Overtime
Owlchemy Labs, October 23 2017
Writing & Quality Assurance

Rick & Morty - Virtual Rick-ality!
Owlchemy Labs, April 20 2017
Writing, Development & Quality Assurance

WORK EXPERIENCE

Level Designer

Don'tnod Montreal   April 2024 - Present

- Full-time contract, working in Unreal Engine 5 on Lost Records: Bloom & Rage.
- Responsible for setting up scenes and implementing them from start to finish, including character animations, dialog, cameras, and more.

Designer and Programmer

Strange Scaffold   February 2024 - Present

- Part-time contract. Content Designer on Life Eater, creating scenarios in Unreal by building out data tables and working in Blueprints.
- Programmer/designer on in-progress Meow Wolf project.

Narrative Director & StoryMod Writer

HakJak Studios   April 2023 - December 2023

- Managing narrative and design while writing, maintaining documents, and working with other directors.
- Guided team through shipping a demo for Gamescom, focused now on early access and gold.

Technical Designer

Ready at Dawn Studios   June 2022 - April 2023

- Prototyped crafting and inventory systems in Unity and in a custom engine.
- Collaborated with engineers and artists in feature pods.

Content Engineer

Owlchemy Labs   January 2021 - June 2022

- New role created for me at the center of narrative and technical design.
- Wrote and edited dialogue and larger scenes alongside Narrative Lead.
- Implemented narrative and gameplay flow in Unity using a proprietary visual scripting language.
- Continued working with audio to record and direct VO.

QA Tester & Developer

Owlchemy Labs   December 2016 - December 2020

- Sole QA tester; established QA pipeline and best practice.
- Wrote QA tools that became the foundation of Owlchemy's debugging pipeline.
- Handled additional tasks including bug fixing, writing, and voice acting/directing.