COLIN MCINERNEY

GAME DEVELOPER

CONTACT

✉ mcinerc@gmail.com

🌐 colin.how

ABOUT ME

Game developer of all sorts. I write words and build narrative tools, code systems and script gameplay, and communicate across teams and departments to get things done quickly. My main goal is to be flexible and approach each problem as a learning opportunity.

RECENT GAMES

Lost Records: Bloom & Rage
Don't Nod Montreal, February 14 2025
Level Designer

River Heights Mall Gene Splicer 3000
Strange Scaffold + Meow Wolf, October 31 2024
Lead Developer

Life Eater
Strange Scaffold, April 16 2024
Content Designer

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 Designer & Writer

Stinkoman 20X6 Level 10
Homestar Runner, December 20 2020
Quality Assurance

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

All Hams on Deck!
The Bread & Butter Game Co., January 19 2020
Designer & Programmer

Vacation Simulator
Owlchemy Labs, April 9 2019
Writer, Developer & Quality Assurance

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

WORK EXPERIENCE

Level Designer

Don't Nod 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.

Game Designer and Programmer

Strange Scaffold   February 2024 - Present

- Content Designer on Life Eater, creating scenarios in Unreal by building out data tables and working in Blueprints.
- Lead developer on River Heights Mall Gene Splicer 3000, a bespoke arcade cabinet for Meow Wolf
- Co-lead on Creepy Redneck Dinosaur Mansion 3, involved in writing, content design and tool development.

Narrative Director & Designer

                                                         April 2023 - December 2023
HakJak Studios

- Managed narrative and design while writing, maintaining documents, and working with other directors.
- Guided team through shipping a demo for Gamescom
- Created and maintained narrative tools in Unity with C#.

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 Designer

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, and extended it with C#.
- 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.