

COLIN MCINERNEY

GAME DEVELOPER

CONTACT

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🌐 colin.how

ABOUT ME

I do a lot of most things and work to empower those around me. I'd write more things but it's hard to fit them all here.

RECENT GAMES

CRDM 1: Re-Raptured

Pedalboard Games, September 23 2025
Project Lead and Studio Head

Creepy Redneck Dinosaur Mansion 3

Strange Scaffold, April 22 2025
Project Co-Lead, Content Designer, Writer

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

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

Studio Head

Pedalboard Games

March 2025 - Present

- Creative direction, business development, production, design, programming, and writing.
- Managing a team of 7 including myself.

Technical Producer & Programmer

Critical Bliss

June 2025 - Present

- Assisting the technical team by organizing and tracking tasks, as well as assisting in writing systems and fixing bugs.

Game Designer & Programmer

Strange Scaffold

March 2021 - Present

- Currently design lead on Truck-Kun is Supporting Me From Another World?!, programming on Space Warlord Baby Trading Simulator, and level design on El Paso Elsewhere 2.
- Previously co-lead on Creepy Redneck Dinosaur Mansion 3, Content Designer on Life Eater, Lead developer on River Heights Mall Gene Splicer 3000, a bespoke arcade cabinet for Meow Wolf.

Level Designer

Don't Nod Montreal

April 2024 - April 2025

- 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.

Narrative Director & Designer

HakJak Studios

April 2023 - December 2023

- 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

- Designed and built crafting and inventory systems in Unity and in a custom engine, and worked in cross-discipline feature pods to get them shippable.

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.