



mcinerc@gmail.com
colin.how

NOTABLE CREDITS

Truck-kun is Supporting Me From Another World?!
2026 // Technical Design Lead

Space Warlord Baby Trading Simulator
2026 // Additional Programming

Creepy Redneck Dinosaur Mansion 1: Re-Raptured
2025 // Studio Head, Design, Programming, Writing

Creepy Redneck Dinosaur Mansion 3
2025 // Co-Lead, Design, Programming, Writing

Lost Records: Bloom and Rage
2025 // Level Design

River Heights Mall Gene Splicer 3000
2024 // Lead Developer

Life Eater
2024 // Content Design

Dangeresque: The Roomisode Triungulate
2023 // Additional Programming

Dreamfather Loves You
2023 // Additional Programming

Cosmonious High
2022 // Content Design, Writing

Vacation Simulator: Back to Job
2020 // Writing Lead, Quality Assurance

All Hams on Deck!
2020 // Design, Programming

Vacation Simulator
2019 // Quality Assurance, Writing

Job Simulator: Infinite Overtime
2017 // Quality Assurance, Writing

Fallout 4
2015 // Quality Assurance

The Elder Scrolls Online
2013 // Quality Assurance

Doom 3: BFG Edition
2012 // Quality Assurance

Dishonored
2012 // Quality Assurance

PUBLIC SPEAKING

NSFW Games Variety Hour: Adult Games Microtalks
Game Developers Conference 2026

Thriving Players Summit: Letting the "Outside" In
Game Developers Conference 2025

COLIN MCINERNEY

Game Designer, Programmer, Writer, and More!

ABOUT ME

I've shipped more games than I've had years in the games industry, and I've had quite a few now. I'm a proactive communicator, a technically-driven designer, and a capable leader and manager.

WORK EXPERIENCE

RECALL GAMES **2026 - Present**
Writer, Composer, Programmer
Team of 4 working on indie RPG's.

PEDALBOARD GAMES **2025 - Present**
Studio Head
Heading a small team of contractors in making games.

STRANGE SCAFFOLD **2021 - 2026**
Many Roles
Roles including leadership, design, programming, writing, and production.

CRITICAL BLISS **2025 - 2026**
Programming and Production
Refactoring legacy systems and improving communication at a NSFW studio.

DON'TNOD MONTREAL **2024 - 2025**
Level Designer
Gameplay scripting in Unreal Engine 5 with Blueprints.

HAKJAK STUDIOS **2023**
Narrative Director
Overall narrative and design lead for Pigeon Simulator, unreleased.

READY AT DAWN **2022-2023**
Technical Designer
VR systems work in proprietary RAD Tools and Unity engine.

OWLCHEMY LABS **2016 - 2022**
Content Designer, Quality Assurance
Started in QA and became the blueprint for the company's entire design department.

CERTAIN AFFINITY **2016**
Quality Assurance
Campaign maps for Call of Duty: Modern Warfare Remastered

BETHESDA SOFTWORKS **2012, 2013, 2015**
Quality Assurance
QA contracts over the summer while in college on a wide assortment of titles.

EDUCATION

Denius Sams Gaming Academy, UT Austin
2015-2016

BA Game Design, Columbia College Chicago
2011-2015