

# Collin Hover

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PHONE

## 10X ENGINEERING

CTO/CIO/VP/TECHDIRECTOR/MANAGER/  
FULLSTACK/DEVOPS/MULTIPLAYER/  
GAMEPLAY/AI/AUTOMATION/WEB3/AWS/

### EXPERIENCE

2021 — NOW

**VP of Engineering** at Counterplay Games

CTO + CIO in all but name. Engineering hiring, allocation, and career management.

2021 — NOW

**Director of DevOps and Automation** at Counterplay Games

Multiplayer + automation frameworks focused on company velocity.  
AWS, Gamelift, EOS/EGS, Steam integrations for games, builds, and automation.

2020 — NOW

**Technical Director** at Counterplay Games

Lead team of 3 engineers responsible for securing \$70mm in project funding.  
Responsible for planning and execution of all technical work across all projects.

2017 — 2020

**Lead Gameplay and Multiplayer Programmer** at Counterplay Games

Shipped AAA title Godfall in 3 years with 6 engineers. Responsible architect for multiple project codebases, executed 60% of code, optimized netcode to <10kb/s.

2014 — 2017

**Gameplay Programmer** at Counterplay Games

Shipped indie title Duelyst in 3 years with 4 engineers.  
Responsible for 70% of codebase and all rendering code/shaders.

2012 — 2014

**Research Professor** at University of South Dakota

Research in gaming and education. Built web game engine. Award winning student teacher NASA collaboration project. Taught web dev and UI/UX design.

### EDUCATION

2012

**MFA** in Visual Communication

2009

**BFA** in Web and Graphic Design

### SKILLS

#### CONCEPTS

Tech Direction  
Team Building  
Production Mgmt  
Multiplayer  
Gameplay  
UI/UX  
Web3

#### LANGUAGES/PLATFORMS

C++  
Javascript  
HTML + CSS  
WebGL / OpenGL / D3D  
EGS / EOS + Steam  
AWS + Gamelift  
Playstation + Xbox

#### SOFTWARE

Unreal Engine 4 & 5  
Git / Perforce / Plastic  
Visual Studio / Rider  
Adobe Design Suite  
MSOffice / Google Workspace  
Win / Mac / Linux