

Jason Scott

3842 167th PI NE

Redmond, WA 98052

(812)219-9850

jbscott@gmail.com

www.jasonscottportfolio.com

[Objective] A full-time position as a game designer to create compelling layouts, missions, and experiences for retail video games.

[Projects/Exhibits] **Kinect Adventures** - (Dec 2010-Present)
www.kinectadventures.com

Level Designer

- Created levels for motion based activities.
- Designed and implemented game rewards.
- Rapidly iterated designs for use within Xbox360 environment using Unreal Engine 3
- Developed level design pipeline.
- Identified and troubleshot bugs throughout production process.
- Created performance based level streaming systems.

Global Agenda - (July 2007-April 2009)
www.globalagendagame.com

Level Designer

- Created Level Layouts from Concept, Initial Blockout, through Final Art for both PvP and PvE.
- Made iterative modifications to all designs to accomodate changes to core gameplay.
- Worked with Artists to create modular, reusable art sets.
- Prototyped Objective systems.
- Assisted in core gameplay balance.

[Education] **Indiana University**
Bloomington, Indiana

Master of Science- (Mar 2007)

- Game Design Theory
- Immersive Mediated Environments
- Psychological Studies of Media & Games
- Interactive Storytelling
- Directed Game Development

Bachelor of General Studies- (Aug 2003)

- Certificate: Business Fundamentals
- Concentration: Fine Arts
- Concentration: Computer Science

[Work Experience] **Game Designer** -(Dec 2009-Present)
Microsoft Game Studios - Good Science
-Worked as Level Designer for Kinect Pack-in Title: Kinect Adventures.
-Worked with Kinect Motion Controller, Unreal Engine 3, and Xbox360 Development Kit

Level Designer - (July 07-April 09)

Hi-Rez Studios

- Worked as Level Designer for MMOFPS title: Global Agenda.
- Worked with Unreal Engine 3.

Associate Instructor - (Sept 03-May 05)

Computer Graphics Environments

- Instructed Basics of Modelling, UV-mapping, Texturing, Animation, and Rendering within Maya environment
- Introduction to Fundamental 3D**
-Taught class fundamentals, working in solid media, clay, plaster, wood, wire.
- Introduction to Photoshop**
-Assisted Professor with concepts from class syllabus

[Specialization] **Unreal Engine 3**

- UnrealEd interface
- BSP blockout through final art
- Advanced Kismet Scripting
- Static mesh management
- Package creation and manipulation
- Material creation
- Particle system creation

Maya

- Polygonal modelling for organic and inorganic objects
- Normal map generation
- UV map creation
- Material manipulation
- Import/Export to game environment

[Technical Skills] UnrealEd 3.0, Maya, ZBrush, Perforce SVN, Source Depot SVN, Photoshop, Illustrator, Bridge, Indesign, Windows, MacOS X, Unix/Linux, MS Office

[References] Furnished upon request