



camscott.design@gmail.com



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Cameron Scott

Team-oriented game designer with six years of experience and a joint degree in computer science and game design. Passionate about level, system, combat, and technical design, and experienced in programming/scripting.

Design Skills

- Level Design
- System Design
- Combat Design
- UX Design
- Technical Design
- Whiteboxing
- Prototyping
- Playtesting

Tools

- Unity
- Unreal
- Maya
- Photoshop
- GitHub
- C, C++, C#

Soft Skills

- Collaboration
- Time Management
- Peer Teaching
- Problem-solving

Professional Experience

Software Developer – Personality Assessment App

5/2019 – Present

Intermittent Consultant for Washington State University Research Project

- Utilized R and Shiny to implement a personality assessment tool.
- Converted paper drafts into a functional user interface with R programming.
- Reviewed design proposals to ensure sustainability and flexibility.

Camp Coordinator – Game Dev Summer Camp

06/2022 – 07/2022

Girls Make Games

- Managed 16 campers and 4 counselors on-site.
- Communicated virtually and in person with staff, parents, and venue owners.
- Provided guidance and leadership to ensure an excellent camp experience.

Game Designer – Confidential Project

01/2022 – 03/2022

Shiver Entertainment, Remote Contracted Position

- Revised 10 levels to improve player guidance.
- Provided quality assurance and feedback for 88 levels.

Game Design Consultant – Confidential Projects

02/2021 – 04/2021

Octane Technologies, Remote Contracted Position

- Provided and iterated upon design concepts for hyper-casual mobile games.
- Suggested improvements in design and art to the development team.
- Created mock-up diagrams to showcase level designs.
- Served as a game developer for one game using Unity.

Game Designer – Confidential Project

08/2020 – 09/2020

Shiver Entertainment, Remote Contracted Position

- Designed 30 AI behaviors through detailed specification documents.
- Researched existing games to document 3 possible control schemas.
- Revised 2 existing levels in-editor to balance combat encounters.

Teaching Assistant – Technology for Designers

01/2019 – 04/2019

DigiPen Institute of Technology

- Assisted ~20 students in solving design and technical problems in the Unity engine.
- Provided feedback on level design, system design, and user experience.

Education

Bachelor of Science in Computer Science and Game Design

DigiPen Institute of Technology

04/2020

Scholarships

University of Wyoming: Four-year merit scholarship (attended one year)

DigiPen Institute of Technology: Four-year merit scholarship