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Cameron Scott

Level / Technical Designer

Design Skills

Level Design

System Design

UX Design

Technical Design

Playtesting

Tools

Unity 3D

Unreal Engine

Maya

GitHub

C, C++, C#

Soft Skills

Collaboration

Time Management

Peer Teaching

Problem-solving

Academic Projects

Gameplay Programmer – Daybreak

04/2017 – 08/2018
Team size: 11 | Proprietary engine

- Shown at PAX West 2018 student showcase.
- Built a variety of core gameplaysystems with C++.
- Set dressed the level so that the game world was cohesive and visually appealing.
- Conducted playtests by analyzing gameplay footage to improve player experience.

UX/Technical Designer – Excalibots

09/2019 – 12/2019
Team size: 17 | Unreal Engine 4

- Selected as a student project representative for E3 Indie Arcade.
- Refined the player camera to allow for dynamic shots and smoother control.
- Implemented a system that auto-adjusts the player's facing direction during combat to enhance the overall player experience.

Level Designer – Once Upon a Flame

01/2020 – 04/2020
Team size: 5 | Unity

- Designed all 4 levels to optimize player understanding of mechanics.
- Collaborated with the narrative designer to achieve storytelling through level design.

Independent Level Designer – “A Hat in Time” Mod Levels

10/2019 – 12/2019
Independent | Unreal Engine 3

- Designed 3 levels within the A Hat in Time level editor to engage players of all skill levels.
- Implemented enemy behavior with the tools provided by the editor.
- Set-dressed a non-linear level with premade art assets in order to create a connected environment.

Independent Developer (Level Focus) – Line in the Sand

01/2019 – 04/2019
Independent | Unity

- Designed bullet patterns of varying difficulty for 5 boss encounters.
- Wrote non-linear dialogue for 7 characters to create a lived-in world.
- Whiteboxed and populated a level to cultivate an authentic Western atmosphere.

Independent Developer (UX Focus) - Homicide

09/2016 – 12/2019
Independent | Unity

- Designed four maps to cater to different types of players.
- Established a two-player combat system to act as the core drive of the game.
- Polished the experience by adding visual, audio, and tactile feedback.

Technical Designer – The Hallowed Under

05/2018 – 04/2019
Team size: ~15 | Unity

- Created a character controller through C# scripting to ensure that moving the character felt satisfying.
- Corresponded with art, audio, and tech teams via digital communication to establish a uniform vision.
- Constructed a 3D level that would demonstrate the game's core mechanics.

Professional Experience

Game Designer – Confidential Project 08/2020 – 09/2020

Remote Contracted Position for Game Development Company
(Subject to non-disclosure agreement)

- 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.

Software Developer – Personality Assessment App 05/2019 – 07/2019

Remote Position for Washington State University Research Project

- Utilized R and Shiny programming to implement a personality assessment tool.
- Converted paper drafts into a functional user interface.

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