

# anthony scott

Game Developer

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## Coding Languages

C#  
Java  
Actionscript  
C++  
PHP  
SQL  
HTML  
Javascript  
CSS  
Assembly  
Lisp

## education

Carnegie Mellon University, Entertainment Technology Center May 2015  
Masters of Entertainment Technology Pittsburgh, PA  
Sierra Nevada College May 2008  
BS in Computer Science, Entertainment Technology Minor Incline Village, NV

## academic projects and courses

**Fenix** ETC Project, Electronic Arts Spring 2014  
*Tools Programmer* Emerging Platform, Unity 3D  
Worked on a team of 7 to create a digital slot car game for non-gaming families  
Developed track editor enabling game designer to make direct track adjustments  
Shaped pipeline by identifying team needs to increase efficiency

## Frameworks

Unity  
Cake PHP  
Zend

**Game Design** Taught by Jesse Schell Spring 2014  
Maintained a blog exploring game design insights  
Created Pro Bending Arena Dice Game based on *Legend of Korra*  
**81 Monsters** Building Virtual Worlds, ETC November 2013

## Programs

Flash/Flex  
Photoshop  
Perforce  
Git  
SVN  
Premier (Novice)  
In Design (Novice)

*Web Developer* Node.js, Reddis, Unity 3D  
Worked on a team of 7 to create a physical to digital card collecting festival metagame  
Created website facilitating digital collection of student monsters using QR codes  
Managed data stream to be consumed by Unity 3D world to display collected monsters  
**Through the Dark** Building Virtual Worlds, ETC October 2013  
*Programmer/Game Designer* PS Move, Oculus Rift, Unity 3D  
Worked with a team of 5 to tell the story of a blind conductor in a visual medium  
Integrated 5.1 surround sound to enrich the illusion of blindness  
Led level design and assisted story development, lighting, and gameplay programming

## Soft Skills

Lead Developer  
Client Communication  
Interdisciplinary Teams  
Fun to Play With

**Skydive** Building Virtual Worlds, ETC September 2013  
*Programmer/Game Designer* PS Move, Oculus Rift, Unity 3D  
Worked with a team of 5 to create a skydiving game for a naive guest  
Crafted story with a groom chasing his clothes as he skydives to his wedding  
Used indirect control alerting guests to UI and guided guests toward matching clothing

## Other Skills

2d Animation  
Drawing  
Game Design

**Debuggers** Building Virtual Worlds, ETC October 2013  
*Lead Programmer* Jam-O-Drum, Unity 3D  
Worked with a team of 5 to make game mixing Hungry Hungry Hippos & Bomberman  
Designed and Implemented programmatic generation of assets during 1 week project

## Interests

Pathfinder RPG  
Zelda  
World of Warcraft  
flippinenglish.com  
Dancing

## work experience

**Peaceful Computing** April 2010 to July 2013  
*Software Developer* Las Vegas, NV

Designed, developed, and maintained 6 web applications and 2 games  
Led teams of 2 to 5 on 5 projects  
Debugged and maintained at least 10 varied projects created by others at the company  
Notable Projects:

Game logic for Pokeriety, a Facebook Flash poker game (3 months)  
Joined and led to launch Unlokt.com, social deals PHP website and iOS app *5 months*  
Lead developer on FDS, web-based medical billing software using C# *1.5 years*

**Multilytics Marketing** August 2008 to April 2010  
*Web Intern - Software Engineer* Las Vegas, NV

Developed custom tools to optimize bidding for SEM using Java and PHP  
Ad Sentinel scrape & aggregate competitor ad placement with PHP & MySQL *1 month*  
Photo Pursuit find the differences Flash game using Flex, MySQL, and PHP *4 months*  
Image mapping tool to find and export all differences for use in game using Java *1 week*

## My Inspiration

