MARK SCOTT

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http://github.com/BadBearGames

OBJECTIVE

To obtain a cooperative education/internship position as a game developer. Available June – August 2016.

EDUCATION

ROCHESTER INSTITUTE OF TECHNOLOGY, ROCHESTER, NY
BACHELOR OF SCIENCE IN GAME DESIGN AND DEVELOPMENT, EXPECTED MAY 2018
GPA 3.27/4.00
RIT Achievement Scholarship
Dean's List Fall 2014

TECHNICAL SKILLS

Languages: C#, Java, JavaScript, JSON, ActionScript 3, HTML, CSS

Software: Unity, SourceTree, Visual Studio, Monodevelop, Flash CS5.5, Brackets, Tiled, Adobe Audition, Xcode, Eclipse, Microsoft Office, Microsoft PowerPoint

Frameworks: Phaser, MonoGame

SVNs: Git with Bitbucket and GitHub

FEATURED PROJECTS

Donut Slinger (April 2014 – Present)
- Worked closely with one other developer and programmed using C# with Unity. Balanced main story levels and produced all music for the game. Released in May 2015 for iPhone and Android.

Barrette the Bear (August 2014 – Present)
- Designing and developing a 2D puzzle platformer. Worked with an artist and a music composer. Programming individually in JavaScript using the Phaser framework as an HTML5 web game.

Switch Blade (March 2015 - May 2015)
- Programmed gameplay and AI using C#, Visual Studio, and Monogame. Worked with a team of 3 other students.

Heavy Danger (August 2013 – October 2013)
- Top down shooter sponsored and released by gamepirate.com. Developed individually using Flash and ActionScript 3.

A King Among Them (August 2013)
- Won 1st place in Mochi Media's August 2013 summer game contest. Developed individually using Flash and ActionScript 3.

EXPERIENCE

GAME DEVELOPER INTERN SHARP NOTIONS, LLC – FAIRPORT, NY
MARCH 2014 – PRESENT (1 YEAR, 7 MONTHS)
- Developed mobile phone games using Unity and C#.
- Helped program game mechanics, AI behavior, UI, and front end multiplayer features.
- Worked closely with a small team of developers, designers, and producers.
- Shipped one title (Donut Slinger) and worked on other upcoming games.

SUB MAKER DIBELLA'S SUBS – FAIRPORT, NY
JULY 2012 – JUNE 2013 (1 YEAR)
- Served customers while maintaining an outgoing and friendly attitude.