

MARK NELSON SCOTT

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

EDUCATION | **ROCHESTER INSTITUTE OF TECHNOLOGY, ROCHESTER, NY**
BACHELOR OF SCIENCE IN GAME DESIGN AND DEVELOPMENT, EXPECTED DEC. 2017
GPA 3.27/4.00
RIT Achievement Scholarship
Dean's List Fall 2014

TECHNICAL SKILLS | **Languages (In order of proficiency):** C#, Java, HTML, CSS, JSON, ActionScript 3, JavaScript
Software: Unity, Maya, SourceTree, Jira, Bitbucket, Visual Studio, GIMP, Photoshop, 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 with one other developer and programmed using C# with Unity. Balanced levels, contributed to UI, AI, and made all music. 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 and was sponsored by Navy Games. Developed individually using Flash and ActionScript 3.

EXPERIENCE | **GAME DESIGN INTERN SHARP NOTIONS, LLC – FAIRPORT, NY**
MARCH 2014 – PRESENT (1 YEAR, 11 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.