Justin V. Scott

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Portfolio @ www.jvscott.net

Skills

- End-to-end architecture and development of large software systems
- Technical expertise in JavaScript, Ruby, and Java development
- Independence that enables passionate ownership and leadership

Employment

Game Developer - Self Employed
December 2010 – June 2011

- Developed a procedural terrain engine in XNA/C# which evolved into Icarus (http://icarus.jvscott.net), an independent commercial game
- Designed unique and tailored mechanics and interfaces to tell a story
- Promoted and marketed the game, resulting in hundreds of downloads

Developer Analyst - TELUS
July 2011 – Present

- Planned and executed a 6 month redesign of our customer-facing search
- Reported to our VP directly to recommend tech infrastructure and strategy
- Architected and developed 2 projects with JavaScript and NodeJS
- Taught Ruby on Rails TDD and Agile processes to team members
- Developed a reusable framework for an iOS MediaRoom remote

Unity Experience

3D Exploration Platformer

- Developed UnityScript to drive behaviour for camera, controls, collectables, enemy AI, level transitions, and other important systems
- Designed and prototyped engaging kinesthetic platforming mechanics
- Developed a complex 3D camera system, taking inspiration from Mario 64
- Created a grid-based system for dynamic, seamless world loading

Education

Simon Fraser University
September 2005 - September 2010

- BSc in Computing Science with a focus in computational geometry

Thomas Haney Secondary School
September 2000 - June 2005

- Unique, self-paced system where goals are set by the student to achieve the requirements for graduation, much like university
- Responsibility and self-motivation needed to succeed

References

References available on request.