Scott Patten

Washington, DC

scopatten@gmail.com
Website: https://scopatgames.github.io
GitHub: https://github.com/ScopatGames
LinkedIn: https://www.linkedin.com/in/scott-patten-916880106

Career Profile

Web developer, game developer, submarine naval architect, and submarine design software project manager with an aptitude for:

- Project Management
- Team Leadership and Mentorship
- Applying Engineering Problem Solving Methods
- Performance with Limited Resources

- Self-Motivated Learning
- High Attention to Detail
- Technical and Artistic Creativity

Technical Competencies

- JavaScript, C#, Java, some C++
- Angular, React, HTML5, CSS3
- Git, Node, Webpack, TDD w/karma & mocha
- Software Design Patterns

- Agile Methodologies
- Unity3D, Shader Coding (Cg/HLSL)
- 2D/3D Modelling: Blender, Rhino3D, AutoCAD
- Adobe Creative Suite (Ps, Ae, Pr, Lr, Ai, Au)

Web Developer (part-time)
- Builds websites & apps with React/Flux and Angular JavaScript frameworks
- Uses modular design approach with Node and ES6 modules, with focus on testing.
- Works well with designers and product managers to realize requirements
- Currently designing a SPA for a learning tools compilation and ratings website

Video Game Designer and Developer (part-time)
- Designed and developed a vertical slice for a 2D top-down action game built with Unity3D and C#.
- Designed the characters, environments, special effects, UI, Enemy AI, and game mechanics
- Currently designing two mobile networked games targeting both Android and iOS with Unity3D, C#, and Cg.

3D Artist, (part-time)
- Designs attractive, story driven computer generated art
- Award winning technical artist — Blender Guru Competition Winner: Link

Naval Sea Systems Command (NAVSEA), (September 2009 – Present)

Advanced Submarine Concept Naval Architect
- Continuously exercised the early-stage submarine design process
- Managed implementation of technical requirements for multi-million dollar in-house submarine design software
- Performed acceptance testing of software

Huntington Ingalls Industries, Inc., (June 2006 – September 2009)

Naval Architect
- Performed detailed weights and stability tracking for the fleet of Los Angeles class submarines.
- Developed customized database tools

Education

Bachelors of Science, Masters of Science, *Ocean Engineering*

Virginia Polytechnic Institute and State University – Blacksburg, VA, Sept 2000 - May 2006