

A stylized, colorful illustration of a city skyline at night. The sky is dark purple with a large, glowing yellow and orange moon on the left. Numerous skyscrapers of various shapes and sizes are depicted, some with glowing windows and others with external lighting in shades of blue, purple, and pink. In the foreground, there are silhouettes of trees and a road with small, glowing lights. A large, semi-transparent dark rectangle is centered over the image, containing the text.

SCOTT FOSTER

GAMES DEVELOPER, PROFESSIONALLY
TAUGHT WORKING IN TRIPLE A
DEVELOPMENT.

CONTAINED IN THIS PRESS KIT

CONTACT / SOCIAL INFORMATION

Broad background, contact and social information. This information is provided to summarize the entire kit and how to discover more information.



BACKGROUND INFORMATION

Work, educational and major independent background history summaries are contained in this press kit. This is not a replacement for the main site instead it serves to provide the highlights / main points of interest.

IDEAL EVENT INFORMATION

Event types which would be best suited for Scott Foster. This press kit is broadly created for an audience who may have an event (looking for speakers) or work in an educational institution. Contained in this press kit is an overview of the types of events which would be ideal / would fit the types of events my goals align with.



EXTRA FILES IN THIS PRESS KIT

HEADSHOTS / PHOTOS

When preparing a presentation or material in preparation for an event you may require an up-to-date high-quality image of me. This press kit contains up to date headshots in rectangle, square and circular shapes. Use these if you require an image of Scott Foster.





ScottGarryFoster.com



[Linkedin.com/in/ScottGarryFoster](https://www.linkedin.com/in/ScottGarryFoster)



[Youtube.com/@ScottGarryFoster](https://www.youtube.com/@ScottGarryFoster)



[Github.com/ScottGarryFoster](https://github.com/ScottGarryFoster)



Blog.ScottGarryFoster.com

GRADE 2 ENGINEER AT PLAYGROUND GAMES

- Engineering on the tools team in predominantly C#.
- Working alongside an award-winning games studio.
- Creating internal products for users, supporting and planning.
- Credit on AAA game Forza Horizon 5 and Rally Adventure expansion

GRADUATED STAFFORDSHIRE UNIVERSITY

- First class BSc (Hons) Computer Games Development
 - Programming in C++ and C#
- Created prototypes in Unreal engine 4 and Unity with C++ and C#
 - Final year project in Procedural Generation

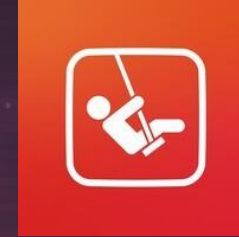
EXPERIENCE AND EDUCATION

WORK HISTORY

PLAYGROUND GAMES

June 2020 – Sep 2021 and June 2022 – Present

Tools Engineer Working alongside an award-winning games studio developing triple A video games. Engineering on the tools team in predominantly C#.



POSM UK Ltd

May 2019 (Summer) – June 2020 (Summer)

I worked with an award-winning team on their software and production of new software. Programmed in C#, Java, Kotlin and JavaScript.



EDUCATION HISTORY

STAFFORDSHIRE UNIVERSITY

September 2017 – June 2022

Studied Computer Games Development as part of a BSc (Hons) at Staffordshire University. Became knowledgeable in Unreal Engine 4, Unity, C#, C++, SDL & OpenGL, fundamentals of games development and software engineering. I achieved a First Class with Honours BSc achieving firsts in all degree modules.



IDEAL EVENTS



TALKS / PRESENTATIONS

Educational and knowledge sharing talks on topics such as engineering, coding and games development. Scott has given talks in universities and to invited audiences from the general public for which they have knowledge to share.

Q & A / PANEL SESSIONS

Generally, with an anonymous form to submit questions before and with a more relaxed less rigid format, panels/Q&A sessions are a great way to allow audiences to dive in deeper into topics they want to learn about. Organised by local enthusiasts Scott has participated on technical panels enjoying their time spreading knowledge in an 'open forum' setting.



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INDIRECT EVENTS

CAREER DAY / TALKING TO STUDENTS DIRECTLY

If you are a school who would like to outreach for a **career's days** for Playground games, these would go via Playground Games (PG).



Playground-Games.com



ScottGarryFoster@GoogleMail.com



ScottGarryFoster.com



[Linkedin.com/in/ScottGarryFoster](https://www.linkedin.com/in/ScottGarryFoster)



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