

Scott H. Cameron

Senior Unity Developer | XR & Multiplayer | Certified Unity Expert –
Building Remarkable Worlds

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Summary

I'm a Unity Certified Expert with 12+ years of hands-on Unity experience and 25+ years in software, systems design, and creative development. I specialize in building immersive XR and multiplayer experiences, architecting scalable systems, and delivering high-quality game features from concept to production. Known for leading high-performance teams, mentoring developers, and pushing the creative and technical boundaries for real-time 3D.

Skills

Unity 3D, C#, ECS, URP/HDRP, ShaderGraph, VFXGraph, Addressables, Cloud Build, Multiplayer, XR Development, WebRTC, Agora, Git, PlasticSCM, AWS Cloud, PlayFab, brainCloud, REST APIs, UI/UX Design, Game Design, Prototyping, AI-Assisted Development, Agile & Scrum, CI/CD Pipelines, DevOps, LiveOps, Jira

Selected Projects

Bonfire (Dimension X) – Senior Unity Developer & Team Lead

April 2023 – Present

Led Unity development for an upcoming release, integrating 2D/3D assets, designing gameplay mechanics, and managing builds for Google Play and Apple App Store. Also contributed to Digital Twin and educational VR projects.

Metasphere (IOTA+) – Technical & Creative Lead

Dec 2021 – Jun 2022

Architected and delivered the teaser prototype of a Web3-based virtual world combining NFTs, multiplayer gameplay, and user-generated content. Directed creative and technical strategy from prototyping through public launch.

CADesport – Senior Unity Developer

Jul 2022 – Feb 2023

Implemented a customizable avatar system for a virtual cycling sports experience that supports physical equalization. Focused on clean architecture, UI/UX polish, and scalable feature development.

Curio XR – Senior Unity Developer

Aug 2021 – Mar 2022

Developed multiplayer XR systems for an educational VR app. Integrated skeletal models, AI-powered avatars, and controller-free interactions for Meta Quest. Supported student learning and engagement tools.

Castle Chaos (Pluck Games) – Senior Unity Engineer

Jan 2021 – Apr 2021

Delivered core game systems for a mobile 3D dungeon crawler. Integrated BaaS solutions (brainCloud, Unity Addressables & IAP, Analytics) and collaborated with art and design to ship MVP builds.

Professional Experience

Unity Course Auditor & Mentor

Zenva Academy • Feb 2021 – Present

- QA and technical validation of C#, Unity, Phaser, and C++ course content.
- Mentored learners via direct support channel.
- Proposed and implemented fixes for architecture, clarity, and engagement.

Senior Unity Engineer & Team Lead

Viglo LLC • Feb 2014 – Nov 2020

- Architected and maintained scalable game systems in Unity.
- Led feature prototyping and user testing.
- Designed multiplayer and networking architecture (SmartFoxServer, WebRTC, Agora).
- Deployed DLC using Unity Addressables and Unity CCD.
- Built CI/CD pipelines on Unity Cloud Build.

Independent Software Developer / Media Specialist

io house ltd. • Mar 2004 – Present

- Provided technical consulting and Unity prototyping services.
- Built web-based backends in .NET MVC, WordPress, and e-commerce platforms.
- Directed video and multimedia content production from concept through post.
- Designed and deployed over 40 websites with responsive, branded UIs.

Technical Project Manager

Bigfoot Studios • Jun 2010 – Feb 2014

- Oversaw project implementation and team onboarding.
- Supervised 3D visualization, production tools, and electronics/CNC integration.
- Managed hybrid creative/technical projects involving C# and C++.

Certifications



Unity Certified Expert:
Programmer (2020)



Unity Create with VR for
Educators (2021)

Publications

Unity 2022 by Example – Packt Publishing, June 2024

View on Packt: <https://www.packtpub.com/authors/scott-h-dot-cameron>

Additional Work

- Itch.io – Game Prototypes: <https://badscotsman.itch.io/>
- GitHub – Source Repos: <https://github.com/badscotsman>
- Unity Learn – VR: <https://learn.unity.com/submission/61573b8eedbc2a709cf072a0>
- ArtStation – 3D Environment Art: <https://www.artstation.com/shcameron>