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SCOTT H. CAMERON

GAME DEVELOPER | [WWW.LINKEDIN.COM/IN/SHCAMERON](http://WWW.LINKEDIN.COM/IN/SHCAMERON)

## SUMMARY

Highly skilled software development professional and author with over 25 years in software design, development, integration, and managing teams.

Advanced C# and Unity3D knowledge with experience in all aspects of a game project lifecycle, including requirements analysis, design, development, optimization, dev/live ops, production support, and publishing. Quickly masters new software packages and hardware technologies.

## SKILLS

Unity3D, C# specialist  
Plastic SCM & Git, BaaS, VR/AR, 3D environments & lighting, 2D & UI design, uGUI & NGUI, API design knowledge, REST, AWS EC2, Lambda, DynamoDB, .NET, Web API development, Website design, WordPress, JavaScript, HTML, CSS, Complex problem solving, Troubleshooting and debugging, A superb eye for detail, Project presentations, GDD Agile, A/B testing, and PM

## EXPERIENCE

### UNITY COURSE AUDITOR & EXPERT MENTOR ZENVA ACADEMY • 2/2021 – PRESENT

- Providing quality assurance and student course support for Unity (C#), C++, and Phaser/HTML5 game development curriculum.
- Maintain course QA by including fixes and improvements to verbiage or code & architecture in the lessons.
- Mentoring of course learners, through a direct channel of communication, for solving any problems they are experiencing throughout completing the courses.

### SENIOR UNITY ENGINEER & TEAM LEAD VIGLO LLC • 2/2014 – 11/2020

- Wrote maintainable and extensible C# code and presented technical options, in a team environment, using SCM and collaboration tools with Unity3D.
- Architect, build, refactor and maintain game systems and features that scale, including experimentation and multiple iterations.
- Rapidly prototyped new capabilities and mechanics to confirm feasibility.
- Directed software design and development while remaining focused on player experience.
- Worked closely in a collaborative, supportive team to plan, design and develop robust tools and frameworks in a timely manner.
- Experience with networked game architecture, including SmartFoxServer, MLAPI, and WebRTC (PvP, MMO).
- BaaS LiveOps experience with Unity Analytics, PlayFab, and AWS.
- Deployed DLC deliverables from cloud resources (asset bundles via Unity Addressables along with AWS S3 and Unity CCD). CI/CD pipeline on Unity Cloud Build.



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## CERTIFICATION



**UNITY CERTIFIED  
EXPERT:  
PROGRAMMER  
2020**

[Acclaim Badge \(Id: eeb103c9-c84c-4e04-8287-8076a684eb5b\)](#)



**UNITY CREATE  
WITH VR FOR  
EDUCATORS  
2021**

[Credly Badge \(Id: 929a719e-6380-4c2b-aa66-73705a5b584b\)](#)

## PROJECTS

### **BONFIRE (DIMENSION X) APR 2023 – PRESENT**

Developing Bonfire for public release as a Senior Unity Engineer and Team Lead with the exceptional Dimension X team. Additional services projects involve Digital Twins and VR for education.

- Integrated 2D and 3D art assets and animations into player verbs and gameplay mechanics.
- Produced game wireframes and mockups for UI design.
- Managed alpha/beta testing and production releases on Google Play Store and Apple App Store.

### **INDEPENDENT SOFTWARE DEVELOPER & MEDIA SPECIALIST IO HOUSE LTD. • 3/2004 – PRESENT**

- Consult on and code game prototypes and reusable components for Unity3D game engine projects as a Senior Unity Engineer / Team Lead.
- Assessed costs and risks associated with developing new features and products.
- Produced game wireframes and mockups for GDD.
- Write C# web and database applications in MVC architecture.
- Coded over 40 websites using ASP.NET CMS, WordPress, and ECommerce platforms.
- Design user interface, tools, and web pages to meet branding guidelines and web best practices.
- Maintained consistent use of graphic imagery in materials and other marketing outreach.
- Oversee all phases of video production for short narrative film, commercials, and live-events, from pre- to post-production.
- Supervise and work as an artist in the video post-production process, including editing, dubbing, effects and color correction.
- Produced graphic designs for marketing campaigns and consumer engagement.

### **TECHNICAL PROJECT MANAGER BIGFOOT STUDIOS • 6/2010 – 2/2014**

- Developed and rolled out new projects.
- Hired and trained staff.
- Trained, coached, and mentored staff to ensure the smooth adoption of the new program.



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## CADEsport

**JUL 2022 – FEB 2023**

As a Senior Unity Developer on the project, I was responsible for bringing a vital aspect of the game to life by implementing a fully customizable player avatar feature.

## METASPHERE (IOTA+)

**DEC 2021 – JUN 2022**

As the technical and creative lead on the MetaspHERE project, we brought to life a unique virtual world that combines Web3 gaming, social experiences, NFTs, and creative expression. In this role, I was responsible for delivering an initial playable teaser prototype, which was met with great excitement and enthusiasm from the community upon its release.

## CASTLE CHAOS (PLUCK GAMES)

**JAN 2021 – APR 2021**

As a Senior Unity Engineer for Castle Chaos, a mobile 3D dungeon crawler, I handled the project's technical aspects, including designing the core game systems like events and statistics and integrating back-end cloud BaaS and Unity Services such as Analytics and IAP Config.

- Worked directly with facilities and human resources to achieve project adoption.
- Collaborated with the art director to implement the artistic vision.
- Generated 3D computer graphics and page-layouts, rendering & visualization, CAD files, graphic elements, and photography.
- Designed 3D visual models that met both aesthetic and technical criteria for CNC machine production.
- Installed, maintained, repaired and troubleshoot CNC machines.
- Installed, operated, maintained and recommended appropriate field solutions for electronic products.
- Coded systems (C#, ASP.NET) and appliances (C/C++) for projects being developed and rolled out (git VCS).

## AUTHOR "UNITY 2022 BY EXAMPLE"

PACKT PUBLISHING • 6/2024

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

## ADDITIONAL WORKS

- itch.io: <https://badscotsman.itch.io/>
- GitHub: <https://github.com/badscotsman>
- Koji: <https://withkoji.com/@badscotsman/kaboom-0-0-1> (A commissioned Phaser/HTML5 game.)
- Unity VR: <https://learn.unity.com/submission/61573b8eedbc2a709cf072a0>

## 3D ENVIRONMENT CONCEPT ARTWORK

- ArtStation: <https://www.artstation.com/shcameron>



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