Scottie Fado-Bristow

Software Engineer (Unity | Gameplay | Tools)

Seattle, WA
linkedin.com/in/tfbscott/
github.com/tfbscott
scottiet.games

Work Experience

Software Engineer – *Perfect Day Games*
Unity 2023.3 – *5/23 to 11/25*
- Shipped *Eighth Era* in 15 months, working alongside 30 cross-discipline teammates.
- Shipped an additional year of live service updates for *Eighth Era*.
- Led development of Battle Pass, organizing scope and workload to meet product's timelines.
- Optimized frame rate during intensive menus by over 70% by building custom UI components.
- Optimized frame rate performance by over 20% by leveraging Unity's profiler suite.
- Collaborated cross-functionally with product managers and UX designers, offering pros/cons to define the best solution forward.
- Developed the AI System used for the player and enemies in *HeroBot Quest* over 2 months, supporting hundreds of custom behaviors.
- Integrated art and animations for units in *Eighth Era*, developing simple tools to reduce hours of hookup to a single button press.
- Wrote Technical Design Documents to decrease implementation time for client-server features.
- Greyboxed over 50% of the game's UI, collaborating with design and art to ensure a solid foundation.

Statistics Teachers Assistant – *DigiPen Institute of Technology*
Python – *1/23 to 4/23*
- Created infrastructure to grade a wide range of code using python virtual environments.
- Assisted students with homework assignments and projects, giving helpful advice about Python and Statistics without obstructing learning.

Projects

Engine Programmer – *C++ Custom Engine*
- Implemented an ECS Engine that runs a couch multiplayer shooter, featuring an OpenGL render pipeline, AABB Collision, 4 simultaneous input devices and controller support.
- Drafted design, technical, and narrative documents to help chart a course for future engine development.

Education

Bachelor of Science in Computer Science and Game Design – *DigiPen Institute of Technology - Graduated 4/23*
- Deans List 2020-2023, 3.56 GPA.

Volunteering

Peer Facilitator – *Peer Seattle* – 12/24 to Present
- Organizes and facilitates a weekly support group that seats up to 25 people.

Skills

- C#, C++, C, Python, PyTorch
- Unity, Unreal
- Mobile, PC
- Tool Development

- Git, Source Control
- Unity Profiler, Debugging
- Scrum/Agile

- AI Systems, Neural Nets
- ECS
- Animation Controller
- Render System