

# SAM SCOTT

GAME DEVELOPER

## CONTACT

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## SKILLS

- **Game Engines** – Godot, Unity, Unreal Engine
- **Version Control** – Git, SVN
- **Web Deploy** – Nodejs, AWS
- **Documenting** – Google Suite, MS Office

## PROGRAMMING LANGUAGES

- TypeScript, JavaScript
- C++
- C#
- GDScript
- Python
- Lua

## EDUCATION

### B.S. in Game Design Champlain College

2015 - 2019

- Minor in Game Programming
- 1st Place, 2019 Elevator Pitch Competition (Game Developer Category)

## WORK EXPERIENCE

### Game Developer

Centervention January 2020 - Present

- Maintained five live service social-emotional learning games
- Developed creative solutions to web platform constraints
- Identified and resolved live customer issues
- Optimized "AtlasPlayer" to import and play animation-heavy characters from Adobe Animate
- Built Python scripts for more consistent building and deployment
- Reduced memory usage through profiling and memory leak fixes
- Verified critical game metrics included in reports for customers

### Teaching Assistant

The Game Academy - Champlain College July 2018 - August 2018

- Taught Unity basics and good programming practices for C#
- Moderated a space for students to collaborate and plan game projects
- Guided project bug-fixing and gave feedback for design problems

## PROJECTS

### Mother Encore

Personal Project November 2021 - Present

- Fanmade remake of the game Mother, made in Godot, team of 24
- Designed Actions, Menus and BattleEntity classes for battle system
- Developed menu paths for Bash, Skill, PSI, and Item Actions
- Created flexible cursor node for consistent behavior across menus
- Edited Skill and Item JSON data to integrate into battle system flow

### Blood to Ink

Senior Year Capstone Project January 2019 - May 2019

- Murder-mystery mobile game, made in Unity, team of 11
- Collaborated UI artist to build inventory and dialog mock-ups in engine
- Wrote guides for writing dialog in narrative scripting language, Ink
- Designed regex to parse dialog for running methods and changing UI