

4730 East 2nd Street
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William Thomas Scott Gameplay Programmer

SKILLS

Programming / Platforms

C#, C++, Java
Unity, Unreal 4
CG/HLSL, Shaderforge
Steam publishing, PS4 publishing

Workflow

OOP, MVC, Dependency Injection
Version Control (SVN)
Scrum, JIRA, Jenkins, Ant
Visual Studio

EXPERIENCE

Gameplay Programmer / Desert Owl Games LLC

May 2015 to Present | Tucson, Arizona

The Huntsman: Winter's Curse (PC/Mac/PS4)

Lead Role - Unity

- Created combat/effect system
- Created party member shaders
- Implemented an action sequencer for all combat triggers (abilities, passives) and animations
- Implemented party and inventory UI
- Responsible for Steam publishing and integration (Steamworks config, achievements and DLC)
- Responsible for PS4 publishing and integration
- Release QA

Spacewars: Interstellar Empires (PC/Mac)

Supplementary Role - Unity

- Client-side network communication (google protocol buffers)
- Assisted with combat sequencing
- Implemented hangar and combat UI
- Release QA
- Assisted with shader implementations for ship damage and background planets
- Created galaxy editor tool
- Implemented automated builds

Project Golem (PC)

Lead Role - Unreal 4

- Created the weapon system
- Created the combat UI (world space widgets)
- Responsible for cockpit interaction / UI
- Responsible for startup sequence
- Implemented automated builds

Pox Nora (PC/Mac/PS4)

Supplementary Role - Unity

- Assisted with PS4 integration
- Implemented updated menu UI
- Release QA

EDUCATION

Bachelor's of Arts with a Joint Major in Computer Science and Theatre

Middlebury College

Conferred February 2015 | Middlebury, Vermont