

# Scott M. Fine

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[www.ScottFineGameDesign.com](http://www.ScottFineGameDesign.com)

## **EXPERIENCE**

### **California Department of Insurance**

*Information Systems Technician – Assistant Tester – Trainer*, January 2016—December 2016

- Create and execute test scripts using Microsoft Team Foundation Server
- Unit Testing, System and Regression Testing, Integration Testing and Systems Analysis
- Create training plans, User and training Manuals, Business-User Training Activities

### **Jumpstart – Knowledge Adventure**, Torrance, CA

*Game Designer*, September 2014—March 2015

*Assistant Level Designer*, February 2014—September 2014

*Level Design Intern*, December 2013—February 2014

- Wrote and maintained 30+ game design documents
- Created 5 fresh mobile gaming experiences using Unity
- Further supported 5 released apps by rebalancing games and creating new features
- Continually developed and iterated on countless prototypes
- Rapid development across iOS, Android and Windows on 5 products simultaneously with an offsite team
- Worked in partnership on apps with franchises such as the NFL and DreamWorks *How to Train Your Dragon*
- Documented and tracked bugs using Redmine

### **Indie Game Developer**, Torrance, CA

*Game Designer*, November 2010—February 2014, April 2015—current

- Designed over 100 original levels; scripted all aspects of 4 mobile games
- Coordinated and led small teams to release 4 iOS projects
- Fixed bugs, conducted software play tests and usability tests

## **EDUCATION**

**Full Sail University**, Winter Park, FL

*Bachelor of Science, Game Design*, March 2014

Relevant Courses taken: Level Design I & II, Programming Foundations, Prototyping I & II, Design and Development Analysis, Usability

## **RELEVANT SKILLS**

- Over 5 years of experience in software development in PC, Mac, and mobile
  - 5 years Experience: Xcode, Mobile Development, Game Development
  - 2 years Experience: Unreal Engine 4, JavaScript, Unity, Blueprint, Photoshop

## **AWARDS**

- ADC Best in Apps 2014 Nominee for *NFL RUSH Zone GameDay Heroes*
- Eagle Scout (certified since 2007)

## **INTERESTS**

- Waiting patiently for George R.R. Martin to finish “Winds of Winter”
- Blogging about Game Design at [www.ScottFineGameDesign.com](http://www.ScottFineGameDesign.com)
- Ballroom dancing