

Scott Morin | Designer & Scriptor

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SKILLS AND QUALIFICATIONS

- Over 2 years of AAA development experience in a design position.
 - Adept in design theory and practice from analyzing games and studying books & articles.
 - Proficient with level editors, including UDK, Hammer, Warcraft 3 Editor, Galaxy Editor.
 - Fluent in the scripting languages of Lua, C#, UnrealScript, Python, ActionScript and visual scripting editors.
 - Command of MS Office and Adobe programs, including Word, Excel, Photoshop and Flash.
 - Excellent written and verbal communication skills to share ideas effectively.
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EXPERIENCE

[PROTOTYPE 2] at Radical Entertainment

Design Scriptor

February 2011-Current

- Designed and implemented a variety of story/open world missions.
- Used Lua and proprietary placement tools to implement story/open world missions.
- Created custom framer camera sequences in game for dramatic moments and important reveals.
- Set dressed owned mission areas with props and ambient NPCs.
- Worked closely with writers and artists to ensure custom content was cohesive with the mission.
- Championed implementation of Black.net terminals and open world hunt targets.

SSX at Electronic Arts

Level Designer

November 2010-February 2011

- Used Houdini and Python implement procedural rules for creating tracks.
- Prototyped terrain types for gameplay proof of concept.
- Tackled track design issues and solved them with procedural solutions.

Pirates of the Caribbean: Armada of the Damned at Propaganda Games

Quest Designer

September 2009-October 2010

- Designed and implemented a portion of the main quest and over a dozen side quests.
- Used a proprietary visual scripting tool and systemic quest managing tool to implement quests.
- Designed, prototyped and helped implement multiple features including NPC vs. NPC combat, environmental interaction mechanics and spawn closets.
- Championed character database, which included organizing and maintaining all NPCs.

Drumskulls at Drumskulls Inc.

Level Designer

June 2009-September 2009

- Collaborated on the conceptualization of the themes and locations of the levels.
- Designed and implemented level layouts, flow and enemy/encounter pacing.
- White-boxed geometry, terrain and implemented art assets.

EXPERIENCE CONTINUED**Ajax and Argo** at Vancouver Film School*Level Designer & Scripter*

December 2007- June2008

- Collaborated with team to create original concept, overall design and mechanics.
- Tuned and balanced navigation and combat gameplay.
- Designed and implemented level layout, flow and enemy encounters in UnrealEditor.
- Programmed entire codebase efficiently using UnrealScript, and created multiple scripts in Kismet.

Vertical Slice at Vancouver Film School*Game Designer & Scripter*

October 2007-December 2007

- Collaborated with team to create original concept, overall design and mechanics.
- Tuned and balanced gameplay variables.
- Designed and created rapid prototypes of key features and mechanics in Flash.
- Programmed the majority of the custom code efficiently using ActionScript 2.0.

EDUCATIONVancouver Film School | *Game Design*Place Cartier | *Mathematics, Chemistry and Physics*Westwood High | *High School Diploma*

Vancouver, BC 2007-2008

Montreal, Quebec 2005-2007

Hudson, Quebec 2005

HOBBIES

Video and board games, acoustic and electric guitar, science fiction literature, travelling, hiking, cooking

REFERENCES

Available upon request