

# Scott Foust

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## Position Desired:

Tech art position, Tools development, or Game play engineer.  
(I'm also very interested in edutainment and simulations.)

## Qualifications:

Extensive experience (eleven years) in developing games for Consoles and PC as a software engineer, technical artist, and animator. Experienced tools developer. Due to such a diverse background and skill set, I communicate well with engineers and art staff.

### Professional -

- C# Tools development
- Maya plug-in development
- Experienced scripted tool developer
- Experienced character animator

### Academia -

- A.I. (*evolutionary, state, fuzzy logic*)
- Script engine function development
- Ray-tracing
- Shaders (*Renderman*)
- Project lead & scheduling (*student game*)

## Software

- Visual Studio C++, Visual Studio C#, Maya, 3d Studio Max, PhotoShop

## Experience:

**SEGA Studios (Secret Level)**      San Francisco, CA      2007– 2010

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**Iron Man 2**      **X-Box 360, PS3**      **2010**

- Head tech artist for cinematic team
- Developed key multi-camera real-time cinematic preview tool (MEL) for Maya
- Consulted on development of new cinematic tool chain

**Golden Axe**      **X-Box 360, PS3**      **2008**

**Iron Man**      **X-Box 360, PS3**      **2008**

- Tech artist for cinematic team (using highly complex cinematic tool chain)

**Perpetual Entertainment**      San Francisco, CA      2006 – 2007

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**Gods and Heroes (MMO)**      **PC**      **(Canceled)**

- Supported existing in-house tools (added features and debugged)
- Developed Maya plug-ins (such as a Renderware Studio DFF importer)
- Developed in-house C# tools (such as XML asset file parsers and searching)
- Used Renderware Author to create a stripped down “stream” building utility

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**Stormfront Studios** San Rafael, CA 1995 – 2003

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**Lord of the Rings PS2 EA 2002**

- Worked as part of a team to animate all characters in the game  
(*Responsible for UrukHai Melee, Orc Archer, and Elvin Warrior*)
- Developed specialty 3DS Max scripts to aid in the animation process
- Created several animations used for “in-game cinematics” (*in-game cut scenes*)
- Created several “in-game cinematics”

**Blood Wake X-Box Microsoft 2001**

- Animated everything that moves (*except the boats*)
- Specified and scheduled animation tasks
- Modeled and mapped initial pass on Player characters and Boss character
- Created several 3DS Max scripted specialty tools for environment team

**Hot Wheels Turbo Racing PSX, N64 EA 1999**

- Modeled and co-designed Helix Track
- Created MAX Script tools  
(*track placement, collision volumes and tools for PS1 conversion*)
- Modeled 6 of the cars used in the game.
- Designed Volcano Island (*level was cut due to project constraints*)

**NASCAR PSX, N64, PC EA Sports 1998**

- Modeled cars
- Created victory animations

**Tony La Russa Baseball 4 PC Stormfront/Maxis 1997**

- Modeled baseball stadiums

**Star Trek: Deep Space 9 PC, Mac Viacom New Media 1996**

- Character Animation (*including main murder sequence*)

## **Education:**

The Art Institute of California – San Francisco, CA (2003 - 2006)

**Bachelor of Science, Visual and Game Programming**

College of Marin – San Rafael, CA

**Acting courses**

American Film Institute Professional Classes – Los Angeles, CA

**Lighting, camera and FX seminars**