Scott Foust

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Position Desired:

Tools or game engine developer.
(But also very interested game engine scripting, and A.I. development).

Qualifications:

Extensive experience (eight 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
- Character, props & world modeler
- 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:

Perpetual Entertainment   San Francisco, CA   2006 – 2007

Gods and Heroes (MMO)   **PC**   **(Not yet Released)**

- 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 striped down "stream" building utility

Stormfront Studios   San Rafael, CA   1995 – 2003

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 in the "in-game cinematics" *(in-game cut scenes)*
- Created several "in-game cinematics"

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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

The Legend of Alon D'ar   **PS2**   **Ubi Soft**   **2001**
- Modeled NPC characters *(swamp monster, ankle biter)* and props

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
   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