Scott Foust

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Desired Opportunity:

A development role that revolves around Gameplay Logic, Level Design, and/or Tech. Art. Looking to help bring an interesting project from game design to prototype to completed quality experience. Some of my strengths and passions include: Quick R&D prototypes, behavior based A.I., scripted tools, cinematic sequences, and creating "living" environments *(I'll also admit to still getting a thrill out of discovering and learning new tool packages and engine features)*.

Qualifications:

Twenty years in the video game industry has allowed me to become a well rounded generalist. Over the last four years my responsibilities have focused on game-play programming, level design, and meeting with project stakeholders. Prior responsibilities include tools programmer, technical artist, animator, rigger, and modeler. This diversified background and skill set allows me to communicate well with stakeholders, engineering and art staff.

Currently, part of a team developing games for the classroom at E-Line Media; Some of which are in collaboration with the Center for Games and Impact at Arizona State University. We are striving to change the state of education through transformational play!

Comercial -
- C# Gameplay programmer (Unity3D)
- C# Tools development
- Maya plug-in development
- Experienced scripted tool developer
- Experienced character animator
- Character, props & world modeler
- Experienced character animator

Academia and Personal Projects
- Procedural Environments and Assets
- Transformational Gameplay Design
- A.I. (evolutionary, behavior, fuzzy logic)
- Ray-tracing
  - Shaders (Renderman)
  - Project lead & scheduling (student game)

Software
- Unity 3D, Monodevelop, Visual Studio, Maya, PhotoShop, 3d Studio Max

Experience:

E-Line Media Tempe, AZ   2012 – Present

Darpa funded Fabrication Game   **PC, Mac**   **(In Development)**
- Design (developed multiple concepts with the goal of teaching FAB literacy)
- Prototype (scripted C# interactive concept illustrating mechanic for "Smart Materials")

NSF funded Neuroscience Game   **PC, Mac**   **(In Development)**
- Design (developed concepts with design team)
- Prototype (scripted reusable C# components for play testing design concepts)

Boone's Meadow   **PC, Mac**   **(In Development)**
- Design (collaborate with learning scientists to develop engaging gameplay)
- Gameplay Programmer (core level design client scripts/core flight scripts and controls)

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Center for Games and Impact - ASU   Tempe, AZ   2011 – 2012

Quest 2 Teach: Diving Into Data	**PC, Mac**	**2012**
Quest 2 Teach: On the Write Track	**PC, Mac**	**2012**
Quest 2 Teach: Pursuit of Professionalism	**PC, Mac**	**2012**

- Level Design, Gameplay Logic, NPC/Environment Behavior Scripting, Cinematics

The Mystery of Taiga River   **PC, Mac**   **2012**

- Animation, Rigging, Gameplay Logic, NPC/Environment Behavior Scripting

The Doctor's Cure   **PC, Mac**   **2012**

- Animation, Rigging, Gameplay Logic, NPC/Environment Behavior Scripting

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

Iron Man 2 X-Box 360, PS3 2010

- Lead tech artist for cinematic team
- Developed key multi-camera real-time cinematic preview tool (MEL) for Maya

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

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

- Supported existing in-house tools (C++,C#) (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 - EA   **PS2**   **2002**

- Worked as part of a team to animate all characters in the game
- Developed specialty 3DS Max scripts to aid in the animation process
- Created several of the in-game cinematics and additional support animations

Blood Wake   **X-Box**   **Microsoft**   **2001**

- Animated everything that moves *(except the boats)*
- Specified and scheduled animation tasks

Hot Wheels Turbo Racing	**PSX, N64**	**EA**	**1999**
NASCAR	**PSX, N64, PC**	**EA Sports**	**1998**
Star Trek: Deep Space 9	**PC, Mac**	**Viacom**	**1996**

Education:

The Art Institute of California – San Francisco, CA
    Bachelor of Science, Visual and Game Programming
College of Marin – San Rafael, CA
    Acting
American Film Institute Professional Classes – Los Angeles, CA
    Practical Lighting, Camera, and FX Workshops