

Scott Morin | Game Designer

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OBJECTIVE

To utilize my design and scripting skills in creating fun and challenging experiences with your development team.

SKILLS

- Photoshop | Flash | Premiere | MS Office
- Lua | C# | ActionScript 2.0 & 3.0 | UnrealScript
- Warcraft III Editor | Hammer | Unreal Editor

EXPERIENCE

Ajax and Argo | UT3 Mod 2007-2008

- Learned to code efficiently using UnrealScript
- Created level flow with BSP in Unreal Editor
- Tuned and balanced gameplay variables

Vertical Slice | Flash Game 2007

- Made rapid prototypes of key features and mechanics
- Learned to code efficiently using ActionScript 2.0
- Created and implemented accessible level editor for whole team

EDUCATION

Vancouver Film School Game Design	Vancouver, BC 2007-2008
Place Cartier Physics, Mathematics and Chemistry	Montreal, Quebec 2006-2007
Westwood High High School Diploma	Hudson, Quebec 2005

WORK HISTORY

Earls Line Cook	Vancouver, BC 2008
Mindless Entertainment Designer/Scripter	Vancouver, BC 2007-2008
Terra Nova Sales	Hudson, Quebec 2004-2005

HOBBIES

Gaming, guitar, chess, travelling, hiking, cooking

References available upon request.