

Scott Parker

PROFILE

My skillset and experiences have helped me form a powerful combination of excellent communication skills with an eye for detail which I have used to strived to any experiences I have aimed to draft for users of varying backgrounds. I use these skills in tandem with a strong understanding of design in a variety of disciplines such as level design, sound, systems, and narrative to provide rich and fully considered projects whenever possible.

CONTACT

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SKILLS

Unreal Engine 4
Unity
Hammer
Visual Studio
Jira
Trello
Microsoft Office Suite
Adobe Creative Cloud
Autodesk Maya
FL Studio 20
Reaper
Twine
Github
Microsoft Teams
Miro

EDUCATION

Honours Bachelor of Game Design, Sheridan College

Sept. 2019 – April 2023

University of Guelph, Honours Bachelor of Arts, English Major + History Major

Sept. 2013 – April 2019

WORK EXPERIENCE

Caffnigh Software, Team Lead/Producer

February 2019 – Current

Integrated systems, scripts, art, and other assets into level environments while utilizing effective communication skills and strategies with teams, clients, and team members.

Caffnigh Software, Narrative Designer

September 2016 – December 2018

Created up to date scripts including dialogue and internal thoughts of characters. Managed an item system to be used in branching conversation trees for use in a non-linear design. Organized and proposed narrative design documents to the rest of the team.

Project: Deck 6, Multiplayer Unreal CTF Map, Level Designer

January 2021 – April 2021

Greyboxed, modelled, documented, and blocked level spaces in Unreal Engine to create a Star Wars themed level for players to compete in a 3D space.

Best Buy Canada, Geek Squad In-Store Agent

October 2019 – Current

Assisting customers and staff with finding, using, and fixing devices and accessories throughout the wide range of Best Buy products, particularly computers.

ACHIEVEMENTS

Gold GDC Narrative Review Award

"HADES" Narrative Analysis | "Structure" Narrative Analysis | 2020 – 2021

- Narrative review paper received gold award out of >200 applicants
- Designed posters to summarize narrative review clearly

Unity Community Showcase Award, 1st Place

Game Submission | "No Water in Hell" | Sept. 2021 – October 2021

- Created a non-linear procedurally generated roguelike in the Unity engine.
- Earned 1st place out of over 300+ entries, featured live on stream with unity hosts. 4000+ downloads on unity alone.