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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Website: Portfolio
Email: scottp45@hotmail.com

SKILLS

Unreal Engine 4 + 5
Unity
Hammer
Visual Studio
Jira + Confluence
Trello
Microsoft Office Suite
Adobe Creative Cloud
Autodesk Maya
Substance Painter
FL Studio 20
Reaper
P4 Perforce
Github
Microsoft Teams
Miro

EDUCATION

Honours Bachelor of Game Design, Sheridan College

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

WORK EXPERIENCE

Intermediate Level Designer, Piranha Games Inc.
2023 – Current | MechWarrior 5: Clans

Designed, tested, and revised levels from concept to completion. Concepted levels and regularly reviewed them with the level design team while evaluating the viability of Character, Camera, and Controls (3Cs) in all mission situations. Worked with art team, engineering team, and other teams to ensure game needs are met in level spaces.

McMaster Automotive Research Centre (MARC), VR Game Designer
2022 – 2023 | VR Transit App
Handled physics-based (motion + collision) programming problems on behalf of the team for a VR project. Ensured proper implementation of third-party plugins and assets developed by the dev team daily. Organized code base and proposed strategies for improved development to meet deadlines proposed by leaders and investors.

Caffnight Software, Lead Game Designer
2019 – 2023 | No Water in Hell
Integrated systems, scripts, art, and other assets into level environments while utilizing effective communication skills and strategies with teams, clients, and team members. Utilized 3Cs design philosophy to help inform and improve player experience between and during combat sequences. Also produced game soundtrack.

Caffnight Software, Level Designer
2016 – 2018 | Unannounced Project
Implemented Level Design ideas from concepting to game ready material. Provided extensive (200+ pages) narrative scripts to the development team which informed game design decisions.
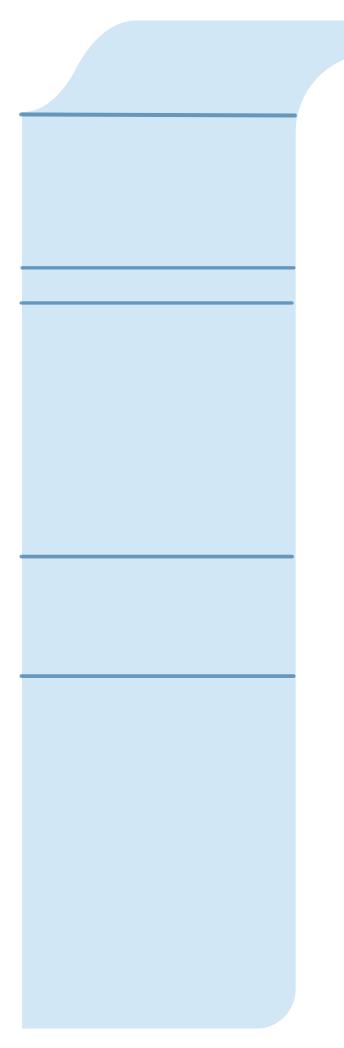
ACHIEVEMENTS

Gold GDC Narrative Review Award
"HADES" Narrative Analysis | "Structure" Narrative Analysis |2021
- Narrative review paper received gold award out of 1000+ applicants
- Designed posters to summarize narrative review clearly

Unity Community Showcase Award, 1st Place
Game Submission | "No Water in Hell" | 2021

- Created a non-linear procedurally generated roguelike in the Unity engine.
- 1st Place Submission with over 5000 downloads.