

# Stephen Scott

## Artist / Producer

EXPERIENCE	GAMES	Education & Skills
<p><b>Algitt Studios LLC</b> Dec '08 - Present <i>Founder / Artist / Programmer / Designer</i></p> <ul style="list-style-type: none"> <li>Write game design document and asset lists.</li> <li>Track bugs and tasks.</li> <li>Create video trailers and hype videos</li> <li>Coordinate marketing plans and release milestones.</li> <li>Create art for all games.</li> <li>Create contract artwork for studios.</li> </ul> <p><b>Microsoft</b> May 2014 - Oct 2014 <i>Video Editor (Project Spark)</i></p> <ul style="list-style-type: none"> <li>Capture and create video for the Project Spark E3 presence &amp; E3 Trailer</li> <li>Develop preview videos for the in-game asset store DLC</li> <li>Create the Launch Promotional videos for Spark and the DLC Bundles</li> <li>Create levels, visually script and set cameras in engine for Hero DLC videos</li> </ul> <p><b>Cricket Moon Media, Inc.</b> Mar '13 – Jan '14 <i>Associate Producer</i></p> <ul style="list-style-type: none"> <li>Write game design documents, scripts and test plans.</li> <li>Maintain project documentation.</li> <li>Organize team meetings.</li> <li>Coordinate with clients, production team and development team.</li> <li>Track bugs / assign tasks.</li> <li>Handoff projects to clients.</li> <li>Integrate feedback from clients into projects.</li> <li>Export art assets from clients.</li> </ul> <p><b>Exato Game Studios</b> Jan '10 – Aug '12 <i>Art Director / Programmer / Level Designer</i></p> <ul style="list-style-type: none"> <li>Create game trailers &amp; hype videos</li> <li>Create Art assets.</li> <li>Track bugs and tasks.</li> <li>Manage art team.</li> <li>Develop art timeline to meet milestones.</li> </ul>	<p><u>Art Director &amp; Video Editor</u></p> <ul style="list-style-type: none"> <li>Super Heist Escape (<i>Android</i>)</li> <li>ManaGen Reboot (<i>PC</i>)</li> <li>Guncraft (<i>PC/Xbox 360</i>)</li> <li>Endless Princess (<i>XBLIG</i>)</li> <li>War of Words (<i>XBLIG</i>)*</li> <li>Magical Famer Stacey-chan (<i>Android</i>)</li> <li>ManaGen (<i>PC</i>)</li> </ul> <p><u>Exclusively as Video Editor</u></p> <ul style="list-style-type: none"> <li>Project Spark (<i>PC/Xbox One</i>)</li> </ul> <p><u>Production Role</u></p> <ul style="list-style-type: none"> <li>Minnie's Fashion Tour (<i>iOS</i>)</li> <li>Magic Treehouse – High time for Heroes &amp; Hurry up Houdini (<i>Flash</i>)</li> <li>Magic Treehouse – Reading Buddies (<i>Flash</i>)</li> <li>Daniel Tiger's Day &amp; Night (<i>iOS/Android</i>)</li> <li>Sproutlet Stories (<i>Flash</i>)</li> <li>Marine Missions (<i>iOS</i>)</li> <li>The Cat in the Hat – Huff Puff A Tron (<i>Flash</i>)</li> <li>Lone Ranger – Train Top Sprint (<i>HTML5</i>)</li> <li>Doc McStuffins Sparkly Ball Sports (<i>Flash</i>)</li> <li>Sing it Laurie (<i>Flash</i>)</li> </ul> <p>* = Didn't work as the Video Editor</p>	<p><u>Education</u></p> <p><b>DigiPen Institute of Technology</b></p> <p>BFA in Production Animation <i>Graduated, 2010</i></p> <p>Certificate – Introduction to 3D Game Programming with XNA <i>Completed, 2010</i></p> <p><u>Technical Skills</u></p> <ul style="list-style-type: none"> <li>Photoshop</li> <li>Premiere</li> <li>Unity3D</li> <li>After Effects</li> <li>3D Studio Max</li> <li>Animate CC</li> <li>Dreamweaver</li> <li>Audacity</li> <li>Microsoft Office</li> <li>Visual Studio</li> <li>SVN</li> <li>C#</li> <li>HTML / CSS</li> <li>XML</li> </ul>

For Portfolio and expanded resume please visit: [www.stephen-scott.com](http://www.stephen-scott.com)

For Video Editing playlist please visit: [videoeditor.stephen-scott.com](http://videoeditor.stephen-scott.com)