

SCOTT DUFF

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SUMMARY OF QUALIFICATIONS

Confident and enthusiastic professional with solid experience in level design and game development. Adept at creating interactive and riveting gaming experiences. Strong understanding of game design principles such as pacing, flow, competition, reward, success criteria, and player psychology. Well-versed in level design, scripting languages, game engines, version control systems. Demonstrates perfect multi-tasking, time management and organizational skills to complete tasks within tight deadlines. Works well under pressure both as individual and team player. Effective collaboration and communication skills to resolve conflicts tactfully and optimize the business outcomes. Recognized for strong work ethics and commitment.

KEY COMPETENCIES

- Level design tools such as Unreal Engine, Unity, Autodesk, Maya, and Hammer Editor
- Scripting languages such as C#, Python, Lua, JavaScript
- Version control systems such as Git and Perforce
- 2D and 3D art creation tools such as Adobe Photoshop and Blender
- Strong problem skills, utmost attention to detail, enthusiastic about analyzing complex problems and creating highly functional solutions

EDUCATION

Honors Bachelor of Game Design, Sheridan College, Toronto, ON

-Specializing in Level Design, World Building, and Technical Design

-Took on a sponsored project with Certain Affinity in final year

-Showcased capstone project at xpsummit

-Helped create a game studio post-graduation, and created connections with other studios based in Toronto

Advanced Diploma, Game Development, Algonquin College, Ottawa, ON

-Specializing in Game Design, and Programming

-Showcased game at Level Up

EXPERIENCE

Level Designer / Producer

September 2020 - April 2021

Certain Affinity

- Created a heist game where the objective is to steal an object of great value and return it, focusing on gameplay mechanics, player engagement, and pacing
- Implemented challenges and narrative elements to enhance player immersion
- Optimized levels for performance, scalability and fidelity, ensuring smooth gameplay on a variety of hardware platforms
- Conducted playtesting sessions to gather feedback and improve level designs iteratively for optimal player experience
- Utilized tools such as Unreal Engine and Unity to develop and refine game environments

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Resume continues...

- Proactively participated in team meeting and design reviews to contribute ideas and constructive feedback
- Established collaboratively a set schedule using communication software and spreadsheets in order to ensure the team had set times to communicate, which led to seamless workflow and less hiccups in development

Game Designer

November 2022 – December 2022

Contract hire

- Attended daily meetings with client to insure we were always on the same page. Provided daily progress report
- Structured and designed documentation to be scannable, readable, and searchable
- Designed and created various rules and structures for the production team to follow
- Creatively adjusted client requests and requirements to fulfill said requests and requirements
- Created various characters with brief descriptions, and how they would function within the game world.

VR/AR Programmer and Producer

May 2020 – September 2020

In cooperation with Nova Scotia Museum

- Took Initiative in taking notes during meetings with the team lead and when we had meetings with the Sponsor as well
- Lead the team as directed by the team lead, and reported back promptly with notes and reviews on current milestone progress
- Technologically designed and produced functions within the project in line with specifications that were required

VR / Non-VR Programmer

November 2019 - April 2020

In Cooperation with SIIRT

- Project created for research purposes to lead to understanding if VR software products have a stronger impact on empathy as opposed to non-VR software products
- Communicated with client and management and helped drive what was being communicated into the project development
- Created readable and scannable documents of the process so that the future developers of the project would have a strong understanding of where the project was at currently, what had been done, and had a direction to go in next

References Available Upon Request

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