**HARRY** SCOTT **Level and Game Designer**  

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**EDUCATION**

**06/2013 Diploma:** Game Design Graduated with Honours, and excellence in Level Design

 **Vancouver Film School** –Vancouver, BC, Canada

**RELEVENT EXPERIENCE**

**Level Designer/Game Designer – Chromeras**

Chromeras is a 3D multiplayer game built in the Unity engine which I, along with an awesome team of 4 other people designed and created over the course of 3 terms at VFS. **Tasks included:**

* Designed the levels
* White Boxing
* Modeled custom Collisions
* Some Particle effect creation
* Dressed environments
* AI Paths
* Item Placements
* Some Shader creation

**Level Designer/Game Designer – IRA**

This was a flash game which I, along with a great team of 3 other people designed and created over the course of our second term at VFS. **Tasks included:**

* Designed the levels and Implemented into scene
* Enemy Placements and Behaviours
* Obstacle Placements

**WORK EXPERIENCE**

**08/2009 to 05/2012 Night Grocery and Cashier – Weekend Management**

 **Metro –** Dundas, Ontario

Over Night Grocery and Cashier, Weekend Night Management. **Tasks Included:**

* Stocking the shelves with product.
* Weekend Management; ran store from 10:30pm-7am.
* Receive Incoming shipments of product through the night.
* Maintain store quality overnight.

**CORE QUALIFICATIONS**

* Experienced a game production cycle from conception and preproduction through production to a final build.
* Understand the process of Iteration, and happy to do so.
* Great in a team environment and easy to get along with
* Always happy to meet new people and further grow my network.
* Work well in, and appreciate a professional work space.
* Hunger to learn and Improve

**SKILLS**

    

 **Unreal Dev. Kit Maya Unity PhotoShop Microsoft Office**

**\*References available upon request**