

JESSE S. SCOTT

www.nullStop.com

PROFESSIONAL PROFILE

I am a self-managing, product-focused game designer with experience in developing and maintaining combat and other various gameplay systems. I have exceptional skill in streamlining work-related processes to keep balance between creating new mechanics while maintaining upkeep of a live game. Always a team player dedicated to developing a fun player experience, I have a strong work ethic and a desire to excel.

EXPERIENCE

January 2018 – February 2018

Senior Game Designer – Systems, Hangar 13 Games

Unannounced Project

- Worked with design leads to establish combat feel
- Created reusable combat behavior scripts for players and NPCs
- Worked with leads to create new animation events for better input buffering
- Helped design proprietary design tools / data structures for abilities

October 2017 – December 2017

Senior Game Designer – Systems, Daybreak Game Company

Unannounced Project

- Designed player character classes
- Established preliminary game metrics for combat
- Helped engineering build proprietary designer tools in Unreal 4

April 2016 – October 2017

Senior Game Designer – Systems, Daybreak Game Company

DC Universe Online (PC/PS3/PS4/Xbox One)

- Designed / Implemented new player power and weapon sets for DLCs
- Collaborated with animators/engineers/FX artists to create new combat mechanics
- Maintained balance of player abilities for PvE and PvP
- Maintained player and NPC stat curves
- Created and maintained skill point balance of in game achievements
- Helped engineering to improve designer tools for implementing combat features
- Trained new team members on proprietary tools
- Worked on 7 DLC packs

June 2010 – April 2016

Game Designer II / GD I / Associate Designer – Systems, DGC / SOE

DC Universe Online (PC/PS3/PS4)

- Held multidisciplinary training sessions for creating player / NPC abilities
- Built PS3 trophy packs and created Steam achievements
- Setup player pet AI strategies
- Itemized post launch content for free to play model conversion
- Authored internal feature implementation guides
- Balanced spawn rate / placement of nodes for collection and crafting systems
- Learned PHP to update item creation tool to include crafting system requirements
- Worked on 23 DLC packs

Skills:

- Combat Design
- Itemization
- Scripting
- AI Design
- Monetization Design
- Design Documentation
- Quality Assurance

Software:

- Unreal 3/4
- PS3/PS4 Dev Tools
- FMOD Designer
- Perforce
- JIRA/Confluence
- MS Visual Studio
- MS Office Suite
- MS Visio
- MS Outlook

Programming /

Scripting:

- C++
- C#
- PHP
- Python
- Kismet/Unreal Script
- XML

Activities & Awards:

- **Salutatorian**, Game Development B.S., Full Sail University, December 2009
- **Certified Pro Tools Operator**, HD 7 Music, September 2009
- **Valedictorian**, Recording Engineering A.S., Full Sail University, March 2008
- **Advanced Achiever Award**, Full Sail University, March 2008

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EDUCATION

December 2009

Bachelor of Science, Game Development

Full Sail University

Winter Park, FL

March 2008

Associate of Science, Recording Engineering

Full Sail University

Winter Park, FL