

SCOTT TONGUE : VIRTUAL REALITY DEVELOPER/DESIGNER

WWW.SCOTTONGUE.COM

OBJECTIVE

To design and develop for virtual reality devices while adapting to ever changing, cutting edge landscape of virtual reality design and development.

CERTIFICATIONS

CompTIA A+ : *Verification code: LWEBGDM29HBE1TPP* *June 2005*

PROJECTS

Vistics – Lead Developer *Nov 2014 - Current*

- A 2.5D virtual reality puzzle platformer in which players must explore 3D space using the Oculus Rift to jump and dash their way around world
- Developed in Unreal Engine 4
- Worked on Blueprint scripting, material design, programming, game design and level design
- Won Best Technology at Gameacon 2015 in Atlantic City

Virtual Rift Museum Space – Unreal Developer *Sept 2013 - Jan 2015*

- Virtual Museum based on the Worcester Art Museum using current exhibits design around Virtual Reality and accessibility
- Developed in Unreal Development Kit and Unreal Engine 4
- Worked on UnrealScript/Kismet(UDK), C++/Blueprints(UE4), Level Material Design

Equine First Responders Training Sim –Unreal Lead *Nov 2013 - Aug 2014*

- Developed Training Simulation prototype for use with and without the Oculus Rift
- Helped other team members understand UDK pipeline and workflow
- Created the target render fire demo in Unreal Engine 4

EXPERIENCE

Unknown Worlds Entertainment *San Francisco, CA* *March 2013 - Current*
Play tester

- Fill out bug reports in Mantis/Trello for Subnautica, Future Perfect, and Natural Selection II while also checking for bugs against a fixed bugs list.
- Played remotely at the Natural Selection 2 booth at PAX Prime 2013 showcasing the new content patch.

Faultline Games *March 2014 - Feb 2015*
Play tester

- Fill out bug reports in Trello and QA for Natural Selection II: Combat

Becker College *Worcester, MA*
Teacher Assistant

Machinima *Jan 2014 - May 2014*

- Lecture on video/sound editing, video capture and basic scripting skills in Unreal, The Movies, and various other games

Advanced Topic: Blender *Aug 2013 - Dec 2013*

- Taught an introductory lesson into code with Blender's python scripting for simple tasks

Web Development *Aug 2013 - Dec 2013*

192 Overlook Drive
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631-494-9723
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- Taught an introductory lesson in Adobe Premiere and students understand HTML5 and CSS

Mobile Apps

Sept 2012 - Dec 2012

- Helped professor and students with various technical issues and questions

IT Helpdesk Work-Study

Aug 2011 - May 2014

- Install and replaced hardware for various staff of Becker College
- Fixed various software issues for staff/students

Quality-Assurance Work-Study

Sept 2011 - May 2013

- Play tested, and filled out bug reports in JIRA for MechWarrior Tactics: a turn based strategy game based on a FASA table top game

Disruptor Beam

Boston, MA

Dec 2012 - May 2013

Quality-Assurance Intern

- Completed out bug reports for a game currently in open beta-testing on Facebook: *Game of Thrones Ascent* based on the popular HBO TV series and book series by George R. R. Martin

EDUCATION

Master of Arts in Digital Game Design and Development

May 2016

Long Island University CW Post

Brookville, NY

Bachelor of Arts in Interactive Media: Game Programming Concentration Magna Cum Laude

May 2014

Becker College

Worcester, MA

Associate in Applied Science Degree in Networking and Computer Technology with Honors

May 2009

Briarcliffe College

Patchogue, NY

SKILLS

Programming: C++, C#

Scripting: Kismet, UnrealScript, Blueprints

Software: Autodesk Maya 2013/2014, Adobe After Effect, Premiere, Photoshop, Illustrator CS5.5/6/CC/CC(2014)

Engines: Unreal Engine 4, Unity 5

Hardware: Virtual Reality Devices, Oculus Rift

AWARDS

Game: NYU Global Game Jam 2016: Best Visuals, Gameacon Expo: Best Technology 2015, GDC Game Narrative Review (2014): Gold Level Award

Equestrian: Sportsmanship Award (2013), President's Academic Cup (2012), Most Improved Rider (2012), National Student Athlete Day(2012-2014)

Honor Society: Alpha Chi(2013-2014), Chi Alpha Sigma(2012-2014), National Technical(2005)

Other: Initiative Award (2014), Determination Award (2012)

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