

# Scott Tongue

## Immersive|Designer|Developer

C: (631) 494-9723 | E: Scott@Scotttongue.com

Portfolio: Scotttongue.com

### PROFESSIONAL SUMMARY

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

### SKILLS

**Software:** Autodesk Maya 2013/2014, **Scripting:** Kismet, UnrealScript, Adobe After Effect, Premiere, Photoshop, Blueprints  
Illustrator CS5.5/6/CC/CC(2014) **Hardware:** Virtual Reality Devices, Oculus Rift, Window Mixed Reality, Vive, Optitrack  
**Engines:** Unreal 4, Unity3D 2017/2018 **Other:** Motion Capture  
**Programming:** C++, C#

### WORK HISTORY

**CHIEF TECHNOLOGY OFFICER** *08/2017 to CURRENT*

**SlingShot VR Inc | Brooklyn, NY**

- Designed, implemented, and developed location based VR warehouse scale platform
- Managed and maintain a Optitrack motion capture stage
- Oversaw development of SVR Technology Stacks
- Briefed executives on technology risks and suggested ways to alleviate concerns
- Travel to conferences to create businesses connections
- Forster partnership with a fortune 100 company
- Designed strategic plan for component development practices to support future projects.

**LEAD VR ENGINEER** *11/2016 to 08/2017*

**SlingShot VR Inc | Brooklyn, NY**

- Designed and developed experiences for existing brands like Castello for Gear VR, Daydream, Oculus Rift and Vive
- Video Engineer for 360 live stream production for Crown Royal, World Fair Nano, Music Festival, Restate. and other brands
- Operated Nokia Ozo Cameras and supported 360 video shoots on set
- Specced out full on broadcast sprinter vans and stiched 360 video together in 2D

**PLAY TESTER** *03/2013 to CURRENT*

**Unknown Worlds Entertainment | San Fernando, CA**

- 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.

**FREELANCE DEVELOPER/DESIGNER**

*08/2016 to 11/2016*

**Adventure House | New York, NY**

- Developed in Unity 5.X
- Developed a mobile(iOS/Android) virtual reality experience for a fortune 500 company

**FREELANCE DEVELOPER/DESIGNER**

*08/2015 to 09/2015*

**The Endless Co. | New York, NY**

- Developed a virtual reality desktop experience for an existing comic IP for a marketing in Unreal Engine 4 using blueprints.
- Assisted with design elements for VR experience.
- Built for Oculus Rift

**EDUCATION**

**Master of Arts in Digital Game Design And Development  
Long Island University, Brookville, NY**

*2016*

**Bachelor of Arts in Interactive Media: Game Programming  
Becker College, Worcester, MA**

*2014*

**CERTIFICATIONS**

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

**ACCOMPLISHMENTS**

- Best VR Game: VR Brain Jam 2017
- Microsoft Global Game Jam 2017 - 1st place game
- Microsoft Global Game Jam 2017 - Best 3D game
- NYU Gobal Game Jam 2016 - Best Visuals
- Game A Con 2015: Best Technology
- Initiative Award
- GDC's Game Narrative Review 2014 - Gold Winner