

✉ Scott@Scotttongue.com

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🌐 Scotttongue.com

SKILLS

Software:

Autodesk Maya, Adobe After Effects, Premiere, Illustrator, Perforce, Git, Plastic, Unreal 4, Unity 3d

Programming:

C++, C#, Kismet, Unrealscript, Blueprints

Video:

Haivision Encoder, Blackmagic, AJA, Nokia Ozo

Hardware:

Virtual Reality Devices, Augmented Reality Devices, Oculus Rift/Quest, Windows Mixed Reality, Vive, Hololens, ODG R-7, Optitrack

Other:

Motion Capture, Event Operations, Live Streams

EDUCATION

Master of Arts in Digital Game Design and Development

Long Island University Post
2014-2016

Bachelor of Arts in Interactive Media: Game Programming

Becker College
2011-2014

CERTIFICATIONS

CompTIA A+

Verification code: LWEBGDM29HBE1TPP
2005

PROFESSIONAL SUMMARY

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

EXPERIENCE

Chief Technology Officer

Slingshot VR Inc / Brooklyn, NY / 08-2017 – Current

Oversaw the development of SVR technology stacks, while mitigating risks. Fostered partnerships including Fortune 100 companies.

- Designed, developed, and documented a location-based VR warehouse scale platform
- Managed and maintain an Optitrack Motion capture stage.
- Managed two office's network infrastructures.
- Traveled to conferences to create business connections

Lead VR Engineer

Slingshot VR Inc / Brooklyn, NY / 11-2016 – 08-2017

Broadcast/Video engineer for 360 video productions and lives streams. Created branded experiences for Crown Royal and Castello.

- Operated Nokia Ozo camera along with Haivision encoder, Blackmagic equipment, AJA equipment for live streams and video productions
- Created quick stiches for 360 video productions.
- Designed and Developed branded experiences in Unity/Unreal for Gear VR, Daydream, Oculus Rift, and Vive.

Freelance

Various / New York City / Various

Developed and designed various VR branded experiences/activations for comic book IPs, Fortune 500 companies, and hardware companies.

- Design UX and developed mobile Oculus Quest experience using hand tracking in Unity.
- Developed mobile VR experiences in Unity for Android and iOS.
- Develop Unreal 4 experience for Oculus Rift DK2 and ported it to room scale VR on Vive.