S / T Scott Tongue

Immersive Designer | XD designer |VR Engineer

✉ Scott@Scotttongue.com

☎ (631)494-9723

🔗 Scotttongue.com

SKILLS

Software:
Autodesk Maya, Adobe Creative Cloud, Lucid Chart, MS Office, Perforce, Plastic, Git, 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, Windows Mixed Reality, Vive, Hololens, ODG R-7, Optitrack

Other:
Motion Capture, UX Design for Location-Based VR, 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

CERIFICATIONS

CompTIA A+
Verification code: LWEBGDM29HBE1TPP
2005

PROFESSIONAL SUMMARY

To design and create memorable experiences in technology, while adapting to the ever-changing landscape of technology and design.

EXPERIENCE

Adjunct Professor
Brookdale Community College / Lincroft, NJ / 01-2021-Current

Taught introductory course to Unity 3D game engine and created the course material.
- Covered the topics of C#, Unity Editor, Asset Pipelines, Source Control, Simple Data Structures, SOLID Design Principles, Agile/Scrum, Game Design Documents.

Lead VR Engineer
Slingshot VR Inc / Brooklyn, NY / 08-2017 – 12-2019

Oversaw the development and designs of a location-based VR platform, mitigating risks and updating stake holders.
- Architecture, and developed framework tools for a large-scale location-based VR platform including support for mixed reality capture, spectator viewing, AR viewing, video broadcast.
- Documented and created exampled project and code snippets for the framework tools.
- Maintained source version control in perforce and reviewed all check-ins.
- Fostered partnerships with a fortune 500 company and hardware companies.

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

Broadcast/Video engineer for 360 video productions and lives streams. Created "game-like" 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.
- Developed and designed UX for 360 video-player.
- Designed and Developed "game-like" branded experiences in Unity/Unreal for Gear VR, Daydream, Oculus Rift, and Vive.