

Scott Morin | Level Designer

Vancouver, British Columbia

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SKILLS AND QUALIFICATIONS

- Five years of AAA development experience in design positions.
 - Adept in design theory and practice from analyzing games, studying books and articles.
 - Exceptional creative problem solving skills under pressure and deadlines.
 - Proficient with level editors, including Unreal Engine 4, Hammer, Warcraft 3 Editor, Galaxy Editor and Unity.
 - Fluent in the scripting languages of Lua, C#, UnrealScript, Python, ActionScript and visual scripting editors.
 - Command of MS Office and Adobe programs, including Word, Excel, Photoshop and Flash.
 - Excellent written and verbal communication skills to share ideas effectively.
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PROFESSIONAL EXPERIENCE

Level Design Courses at Vancouver Film School

Level Design Instructor

July 2014-Present

- Updated level design curriculum with current and relevant industry experience.
- Mentored students through the creative process of level design and project development.
- Graded student's work according to an objective and qualitative rubric to assess level design aptitude.
- Taught students level design theory, practical processes, hands on tools and efficient workflows.
- Awarded "Best Instructor" and "Best Course" from a graduating class.

Unannounced Project at Ubisoft Montreal

Level Designer

April 2012-June 2014

- Prototyped multiple game mechanics, mission beats and level concepts.
- Researched and pitched various level related subjects to directors and leads.

Watch Dogs at Ubisoft Montreal

Level Designer

August 2012-April 2014

- Designed and implemented a portion of the critical path, including final level/boss fight.
- Conceived, prototyped and implemented multiple game ingredients and mission beat types.
- Iterated content based on playtest and director feedback to bring owned missions to 4/5+ quality mark.
- Point of contact for auditing and refactoring released junior level designer's work.
- "Power User" of proprietary level design tools.

[PROTOTYPE 2] at Radical Entertainment

Design Scripter

February 2011-June 2012

- Designed and implemented a variety of story/open world missions.
- Used Lua and proprietary placement tools to implement story/open world missions.
- Created custom camera sequences in game for dramatic moments and important reveals.
- Set dressed owned mission areas with props and ambient NPCs for world storytelling.
- Worked closely with writers and artists to ensure custom content was cohesive with the mission.
- Championed implementation of Black.net terminals and open world hunt targets.

SSX at Electronic Arts

Level Designer

November 2010-February 2011

- Used Houdini and Python to implement procedural rules for creating snowboarding tracks.
- Prototyped terrain types in Houdini for gameplay proof of concepts.

PROFESSIONAL EXPERIENCE CONTINUED
Pirates of the Caribbean: Armada of the Damned (Cancelled) at Propaganda Games

Quest Designer

September 2009-October 2010

- Designed and implemented a portion of the main quest and over a dozen side quests.
- Used a proprietary visual scripting tool and systemic quest managing tool to implement quests.
- Designed, prototyped and helped implement multiple features including NPC vs. NPC combat, environmental interaction mechanics and spawn closets.
- Championed character database, which included organizing and maintaining all NPC archetypes.

Drumskulls at Drumskulls Inc.

Level Designer

June 2009-September 2009

- Collaborated on the conceptualization of the themes and locations of the levels.
- Designed and implemented level layouts, flow and enemy encounter pacing.
- White-boxed geometry, terrain and implemented art assets.

Ajax and Argo (Student Project) at Vancouver Film School

Level Designer & Programmer

December 2007- June2008

- Collaborated with team to create original concept, overall design and mechanics.
- Tuned and balanced navigation and combat gameplay.
- Designed and implemented level layout, flow and enemy encounters in UnrealEditor.
- Programmed entire codebase efficiently using UnrealScript, and created multiple scripts in Kismet.

Vertical Slice (Student Project) at Vancouver Film School

Game Designer & Programmer

October 2007-December 2007

- Collaborated with team to create original concept, overall design and mechanics.
- Tuned and balanced gameplay variables.
- Designed and created rapid prototypes of key features and mechanics in Flash.
- Programmed the majority of the custom code efficiently using ActionScript 2.0.

EDUCATION

Vancouver Film School | *Game Design*
 Place Cartier | *Mathematics, Chemistry and Physics*
 Westwood High | *High School Diploma*

Vancouver, BC 2007-2008
 Montreal, Quebec 2005-2007
 Hudson, Quebec 2005

HOBBIES

Video and board games, game jams, ROM hacking, DMing D&D, guitar, literature, travelling, cooking.

REFERENCES AND SALARY

Available upon request.