

Scott Morin | Expert Game Designer and Leader

Port Moody, British Columbia

<https://morin.design/>

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SKILLS and QUALIFICATIONS

- **Over eighteen years of game development experience** in design positions.
- **Over five years of experience in leadership and mentoring** positions while managing and guiding teams.
- Excellent **written and verbal communication skills** to share vision and ideas effectively across disciplines.
- Exceptional **creative problem-solving** skills under pressure, deadlines, and constraints.
- Adept in **class and encounter design, level design, technical design, and systems design**.
- Extremely proficient with **editors and engines**, including Unreal Engine, Godot, and proprietary engines.
- Fluent in the **scripting languages** of Blueprints, Lua, JavaScript, C# and GDScript.

EXPERIENCE

Blizzard Entertainment

October 2022 - Present

Senior Game Designer - World of Warcraft: Dragonflight, The War Within, Midnight, Season of Discovery

- Acted as central point of raid content that coordinated cross disciplinary teams and leadership feedback.
- Feature owner of several live service features that drove player engagement and retention.
- Mentored and guided several designers across skillsets and teams in design.
- Designed, implemented, and iterated upon raid and dungeon content using proprietary tools and Lua.
- Served as the design and implementation expert embedded in the live game team.

Blackbird Interactive

March 2022 - October 2022

Senior Designer - Minecraft Legends

- Product owner of a procedural game feature and its implementation with a language similar to JavaScript.
- Managed and mentored associate technical design staff.

Centre for Entertainment Arts

July 2019 - July 2022

Director of Game Design Programs - Advanced Game Design Program

- Hired, managed, and mentored 20+ instructional staff, mentors, and teaching assistants.
- Wrote and provided class materials and curriculum for various classes such as level and combat design.
- Mentored and guided students through the game design and development journey.

EA Motive

May 2016 - June 2019

Senior Designer - Plants vs. Zombies: Battle for Neighborville

- Took ownership over the multiplayer Turf Takeover game mode mid-production.
- Refactored and fixed bugs with junior and intermediate designers' scripting and logic using Schematics.

Senior Designer - Multiple Unannounced Star Wars Projects (Cancelled)

- Prototyped level and content structures using newly developed procedural tools within Frostbite.
- Designed and prototyped various game features, gameplay objects, mission logic and content types.

Senior Designer - Star Wars: Squadrons

- Designed and prototyped missions during conception and pre-production.

Lead Designer - Star Wars Battlefront 2

- Collaborated with art, design, and technical directors to establish vision for the level design team.
- Managed and mentored a team of level designers, ranging from junior to senior.
- Reviewed game content and provided feedback and guidance to the team from concept to ship.
- Communicated and worked closely with other discipline leads to create a cohesive experience.

EXPERIENCE CONTINUED

Vancouver Film School

July 2014 - May 2016

Level Design Instructor - Level Design Courses

- Updated level design curriculum with relevant industry experience and updated UDK material to Unreal 4.
- Mentored students through the creative process of level design and project development.
- Taught students level design theory, practical processes, hands on tools, and efficient workflows.

Ubisoft Montreal

August 2012 - June 2014

Level Designer - Watch Dogs 2

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

Level Designer - Watch Dogs

- Designed, prototyped, and implemented main path levels, final boss, gameplay objects, and beat types.
- Iterated content based on playtest and director feedback to bring owned missions to high quality mark.

Radical Entertainment

February 2011 - June 2012

Technical Designer - [PROTOTYPE 2]

- Designed and implemented a variety of story and open world missions using Lua and proprietary tools.
- Worked closely with writers and artists to ensure content was cohesive within the mission.

Electronic Arts

November 2010 - February 2011

Level Designer - SSX

- Used Houdini and Python to design and implement procedural rules for generating tracks.
- Prototyped terrain types for gameplay proof of concepts and tackled issues with procedural solutions.

Propaganda Games

September 2009 - October 2010

Quest Designer - Pirates of the Caribbean: Armada of the Damned (Cancelled)

- Designed and implemented sections of the main quest and various side quests using visual scripting tools.
- Designed, prototyped, and helped implement features such as AI vs. AI combat and spawn closets.
- Championed the character database, which included organizing and maintaining all NPC data.

EDUCATION

Vancouver Film School | *Game Design Diploma*

Vancouver, BC 2007-2008

Westwood High | *High School Diploma*

Hudson, Quebec 2005

AWARDS and ACHIEVEMENTS

- Advisory Board member of Vancouver Film School's Game Design program.
- Awarded "Best Instructor" and "Best Course" from various graduating classes at Vancouver Film School.
- Awarded Employee of the Month for outstanding performance while teaching at Vancouver Film School.
- Creator of many smaller games not listed above, such as game jams and academic projects.

REFERENCES and SALARY

Available upon request.