

Scott Beecher

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Qualifications Summary

Game Engines / Coding

- Unreal Engine 4 (Blueprints)
- Unity (C#)
- JavaScript (& basic HTML/CSS)
- Game Maker

Documentation

- Microsoft Excel
- Google Sheets

Other Programs

- Adobe Photoshop
- Adobe Flash
- Autodesk Maya (basic)

Project Developments Skills:

Flexible team member; efficient and quick; collaborative and able to compromise. Experienced in various facets of design, focusing on narrative and level design. Experience in leadership roles and positions of responsibility. Known for writing skills, creativity, and problem-solving.

Work Experience

Code Ninjas, Canton, MA

Code Sensei (Tutor) October 2019 - present

- Assisted students studying through Code Ninjas' curriculum, answering their questions
- Program covers languages and programs such as Scratch, JavaScript, Lua, and C#.
- Also supervising "camp" days where students are free to play games and do coding challenges

Emagination Computer Camps, Online

Curriculum Developer February - May 2019

- Developed two complete 10-day / 30-hour curriculums for upcoming camp courses in the Unreal Engine, teaching level design theory, engine basics, Blueprint scripting, multiplayer networking, and more
- Each curriculum module is dedicated towards learning a specific skill, ending with a project incorporating the skill. Final camp days are dedicated to an in-depth final project of the campers' own design
- Also created Unreal Engine project templates specifically designed for each class for use in campers' projects

One Up Games, Plainville, MA

Game Design Instructor October 2017 - present (irregular)

- Instructor of once-per-week classes at independent location in Plainville.
- Teaching Game Design using Unreal Engine 4, basic programming using Scratch and Game Maker, and YouTube channel creation and management to students aged 8-12.
- Also taught a weekly course on Game Maker to a local elementary school

iD Tech Camps, Franklin, Waltham, & Quincy, MA

Lead Instructor June - August 2017 June - August 2018

- Lead Instructor at a day camp for two consecutive summers, at camp locations at Dean College, Eastern Nazarene College, and Bentley University. Served as role model and leadership figure for all campers
- Taught campers aged 9-15 the processes and theories of game design and coding, in the following programs:
 - Unreal Engine 4, Autodesk Maya, Java, Hammer Editor, Clickteam Fusion 2.5, RPG Maker MV
- Took over responsibilities of the Director when they were sick or busy. Included camper check-in and check-out responsibilities, as well as first-day procedures such as running emergency drills
- In charge of student medications throughout the week, keeping track of health and safety concerns

Education and Training

Champlain College, Burlington, VT

Bachelor's Degree in Game Design, May 2016

- Taught by game industry professionals
- Awarded Dean's List for three separate semesters
- Spent a semester abroad in Montreal, Quebec in Fall 2014
- Designed and developed games and prototypes in Flash, Unity, and Unreal - both alone and in teams

Rhode Island School of Design, Providence, RI

2010-2011

- Received Certificates in Game Design, Animation, and Comic Art

Game Projects

The Last Light, 2016

- Narrative Designer, 12-person team project
- Unreal Engine 4 first-person horror game
- Immersive, story-driven, and dialogue-heavy
- Was completely in charge of narrative, from full game script to thematic goals and story structure
- Also co-designed the layout of the game's levels
- Presented at Champlain's Spring Senior Show
- Published on itch.io and played by a variety of YouTube personalities

The Root of the Problem, 2015

- Lead Designer, 4-person team project
- Unity beat-em-up action game
- Mix of cooperative and competitive gameplay
- In charge of QA testing and balancing
- Presented at Champlain's Fall Senior Show

Blockade, 2014

- Co-designer, 5-person team project
- Turn-based strategy game
- Multi-layered tactics allowing for a lot of depth and replayability
- Designed the systems and mechanics, and published documentation