

Scott Gowin

ABOUT

I'm an imaginative and efficient game designer seeking work in a creative and fast-paced environment. I've been called reliable and dedicated by past employers, and I would love to share my skills with your organization.

SKILLS

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|----------------------|------------------------|-------------------------|----------------|
| • Video game design | • Otter UI | • Visual Studio | • Tortoise Git |
| • Project Management | • AVID | • Beginner C++ | • Tortoise SVN |
| • Unity 3D Editor | • Adobe Premier | • Scripting | • SmartGit |
| • Unreal Blueprints | • Microsoft Excel | • Beginner C# Scripting | • SVN |
| • Autodesk 3DS MAX | • Microsoft PowerPoint | • Beginner JavaScript | • JIRA |
| • Autodesk Maya | • Microsoft Word | • Linux Konsole | • Trac |
| • Adobe Photoshop | • Shotgrid | | • Confluence |

CONTACT

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[IMDB](https://www.imdb.com/name/nm1030000/)



April 2024 - September 2025

Game Designer and Production Coordinator, Terrabot Games, (Remote)

- Game and Level Designer for Mobile Puzzle Game *Fruit Zoo Fusion* (2024) and *Bubble Berry Blast* (2025)
- Managed art team for *Fruit Zoo Fusion* and *Bubble Berry Blast*
- Production and Roadmap Coordination

2018 - 2023 (Various Contracts)

Production Coordinator for Visual Effects, Motion Capture and Virtual Production, Digital Domain, (LA)

- Coordinated previsualization animation for feature films, *Sonic the Hedgehog* (2020), *Free Guy* (2021), *Spider-Man: No Way Home* (2022), *The Adam Project* (2022)
- Coordinated VFX on Netflix's *A Series of Unfortunate Events* (2019), Amazon's *Citadel* (2023) and Darren Aronofsky's *Postcard from Earth* (2023)
- Coordinated previs and virtual production for *Ghost of Tsushima*, *Resident Evil Village*, and *The Quarry*
- Coordinated VFX for eight commercials

June 2022 - September 2022

Production Coordinator (Contract), Scanline VFX (Remote)

- Coordinated Tech Animation and Performance Capture teams for *Aquaman and the Lost Kingdom* (2023)

2021 - 2022

Production Coordinator, 2K Mocap, Petaluma CA

- Helped organize over 100 motion capture shoots through collaboration with developers, talent and mocap crew for video games like *NBA2K22*, *NBA2K23*, *WWE2K22* and other unreleased projects
- Provided support and hospitality for facility both on shoot days and during downtime
- Oversaw crew contracts, technical support, catering invoices and communication with developers

2017 - 2020

Core Game Designer, Neo-C Productions, CA (Remote)

- Designed and balanced RPG combat system, over 200 enemies, and player skills
- Designed and implement detailed RPG maps
- Provided consulting on bridging gameplay and narrative elements
- Provided quality assurance testing and analysis

2015 - 2016, 2017

Game Level Designer, Reverage Studios, Marina Del Rey, CA

- Designed and implemented twelve unique puzzles for *Star Chamber: The Future of You*
- Designed, implemented and tested voice content for *Star Chamber's* instructional content and UI

2016 - 2017

Content Designer, Research Assistant, Programmer Analyst, USC School of Social Work

- Created and implemented educational content for a PTSD assessment training simulator

2013 - 2015

Game Level Designer, Wayforward Technologies, Valencia, CA

- Designed and implemented levels for *Scooby Doo and Looney Tunes Cartoon Universe Adventure* and *Til Morning's Light*

EDUCATION

BA, University of Southern California School of Cinematic Arts
Graduated May 2013