

Scott Gowin

CONTACT

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ABOUT

I'm an adaptable and results-driven game designer seeking a role in a dynamic, fast-paced organization. Past employers have described me as reliable and dedicated, and I'm eager to contribute my leadership and operational skills to your team.

SKILLS

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



February 2026 - April 2026

Production Coordinator, RawCereal, (Remote)

- Supported delivering 12K visual content for the *Phish 2026* Las Vegas Sphere residency

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

Principal 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

2015 - 2016, 2017

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

- Designed and implemented twelve chapters of interactive educational content and unique puzzles for *Star Chamber: The Future of You*

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