

# NATHAN P. SCOTT

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## GAMEPLAY DESIGNER

### SOFTWARE

- UE4 / BLUEPRINT
- UNITY / C#
- TWINE / ARTICY
- MAYA
- JIRA / CONFLUENCE
- ADOBE CREATIVE SUITE

### SOFT SKILLS

- DESIGN DOCUMENTATION
- SCRIPT WRITING
- DUNGEON MASTER
- AGILE PRODUCTION
- RAPID PROTOTYPING

### EDUCATION

UNIVERSITY OF UTAH  
M.E.A.E., Game Production

PURDUE UNIVERSITY

B.A., Creative Writing  
B.A., Film and Video Studies

## PROFESSIONAL EXPERIENCE

### WB Games | Avalanche

*Hogwarts Legacy*

*Game Designer*

*September 2019 - Current*

- Designed and implemented quests' level, story, and cinematics in UE4
- Crafted relationship storylines meant to emotionally engage players
- Designed NPC behaviors, conversations, and content to create "living" towns
- Pitched, prototyped, iterated, and finalized puzzles, mechanics, and content to increase interaction in the world

*Game Production Contractor*

*April 2019 - September 2019*

- Transitioned the Mission Team to Scrum and Agile methodologies
- Utilized Jira to track quest assets and mission tasks through the pipeline
- Implemented and managed timelines, backlogs, and workflows

*Game Design Intern*

*March 2018 - December 2018*

- Established mission design pillars to guide theme, quality, and actions
- Implemented and scripted mission sequences in UE4
- Maintained design documents to reflect rapidly changing design

### Actually A Game Company

*Hard Light Vector*  *Artistic Achievement Award*

*Game Designer*

*August 2018 - May 2019*

- Crafted and designed the primary and secondary objectives for each level
- Conducted weekly user testing sessions to guide iteration of gameplay
- Adjusted level layout to establish an ebb and flow between story and gameplay
- Developed prototypes, cinematics, and prefabs using Blueprint scripting

## SIDE PROJECTS

### ATOMECH, LLC

Role: Designer

Worked with Atomech, LLC to develop itemization and crafting systems. Designed and implemented gameplay content in engine.

### EPIC TALES: A TABLETOP RPG SYSTEM

Role: Systems & Content Designer

A tabletop RPG emphasizing collaborative storytelling and player creativity.