

WORK EXPERIENCE

Exato Game Studios LLC

January 2010 - Present

Modeler, Technical Artist, & Animator

WORKING ON PROGENITOR, A XBLA TITLE.
HELPED DEVELOP ART PIPELINE, CHARACTER
MODELING, ANIMATION, RIGGING/SKINNING, AND
2D ASSET CREATION

Freelance

October 2009 - December 2009

Contract Artist

CREATING ALL OF THE ARTWORK FOR A 2D
XBOX LIVE INDIE GAME, TITLED WAR OF WORDS

Algitt Studios LLC

December 2008 - Present

Lead Game Designer

MY PERSONAL INDIE STARTUP, RELEASED
MANGEN, 2D PUZZLE GAME. WORKING ON
MORE CASUAL TITLES AND CONTRACT WORK

Internal Drive | iD Tech Camps

June 2006 - August 2008

Lead Instructor

TAUGHT COURSES TO TEENS IN VARIOUS
GAME CREATION SUBJECTS, INCLUDING 3D
GAME DESIGN, 2D VIDEO GAME CREATION,
AND GAME MODDING

American Document Recording, Inc.

2004 - 2005

Lead Database Administrator

DEVELOPED DATABASE INFRASTRUCTURE
USING MICROSOFT ACCESS AND CONTINUED
SUPPLYING SERVICE AND UPKEEP

CBS Broadcasting, Inc. (NY)

Summer 2003 - 2004

Intern

CONFIGURED AND GHOSTED NEW PCS, USED
PHOTOSHOP TO EDIT NFL HEADSHOTS.

TECHNICAL SKILLS

Autodesk 3D Studio Max	Photoshop
Unreal Editor 3 (Level Design)	After Effects
Autodesk Maya (Animation)	Flash
	Premiere
	Dreamweaver

EDUCATION

Bachelor's of Fine Arts in Production Animation

DigiPen Institute of Technology

WORKED ON 2 3D GAMES WHILE AT DIGIPEN

- ONEIRO (3D PLATFORMER, IGF ENTRY)
- BRUTAL BEATDOWN (3D FANTASY BEAT'EM UP)

Charles E. Gorton Highschool

Yonkers NY

2001 - 2005

ACADEMY OF INFORMATION TECHNOLOGY GRADUATE

- COMPUTER SCIENCE MAGNET
- ADIT VALEDICTORIAN 2005



SHIPPED TITLES

War of Words (XBLIG)

STEPHEN SCOTT

3D ARTIST (AND GENERALIST)

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PORTFOLIO ON REQUEST