Scott Webster   **321-427-8422**
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SKILLS

Platforms: Steam, Epic, PS5, XSX, Switch, PS4, Xbox One, iOS, Android, and more

Game Engines: Unreal 5, Unreal 4, Unity, Unreal 3, Proprietary Engines

Areas of Focus: Team Management, Gameplay, Online, Perf, UI/UMG, Combat, Consoles

Tools: Jira, Confluence, Perforce, Swarm, Backtrace, Zoom, Teams, Jenkins

Hidden Path Entertainment: Lead/Principle Programmer   2022-2024

Dante and Defense Grid 3 (Cancelled): Steam

- Lead a 6–12 person Engineering team across 2 projects during pre-production
- Worked with other teams to prototype an Open World Action RPG in the D&D universe
- Estimated, Planned and Managed features in a milestone delivery environment
- Utilized the latest in Unreal 5 and GAS (Gameplay Ability System) for a AAA experience
- Bi-yearly team performance reviews with action plans and career advancement

Hi-Rez: Advanced Gameplay Programmer   2021–2022

Rogue Company: Epic, Steam, PS5, PS4, XSX, Xbox One, Switch, Mobile

- Provided Senior level Mentorship and Career Guidance to the Programming Team
- Fixed long-standing difficult bugs and tasks, many dealing in Unreal Network Relevancy
- Acted as a knowledge expert for Systems Architecture, Debugging and Team Building

The Meta: Lead Engineer   2019–2021

Kovaak 2.0: Steam

- Lead a small team in a start-up capacity to add scalability and stability to a Legacy App
- Provided Guidance and Experience in Product Planning related to releases and platforms
- Implemented server-side scripted levels and characters for fast iteration and release

6ft LLC: Lead Programmer   2017-2019

Dreadnought: PS4, Steam, Standalone PC

- Lead a team of 15 programmers (5 outsourced) for Product launch on Steam
- Responsible for the technical state of game client
- Established team coding standards, review practices and interview white board guides
- Established new release/feature scheduling and deliverables for post Steam launch
- Architected a modular solution for a full UI replacement to interface with older systems

High 5 Games: Senior Programmer   2015 – 2017

Casino Apps: iOS, Android

- Setup automated build systems with release notes, email notifications, and archiving
- Profiling, bug fixing, third party integrations and build time optimization
- Responsible for Branch.io, Kochava, Swerve, Fork Particle and other integrations

Gameloft: Studio Lead Programmer   2014 – 2015

Cars: Fast As Lightning: iOS, Android

- Lead 2 teams actively updating 2 iOS/Android apps and prototypes for new apps.
- Responsible for studio technical direction, staffing and schedules for multiple projects.
- Interviewed, hired and reviewed Programmer, IT and QA personnel.
- Team Training, Code Reviews and systems for automated builds on each project.

Ice Age Village: iOS, Android

- Server-based social events and promotions, including competitions and collaborations.

Iron Galaxy: Programmer   2010 - 2012

Wreckateer: XBLA, Kinect

- Avatar Superstar System (new multi-game system from Microsoft, we were the first.)

Bioshock Infinite: Xbox360, PS3, PC

- Added Steam CRC and DRM protection, with other Steam related features.

Bioshock 2, DLC 3 & 4: PC

- Integrated DLC and patch changes from Xbox360 to PC.

Street Fighter 3: Third Strike: Online Edition: XBLA, PSN

- Implemented the Pause feature, the old arcade code was not designed to pause.

You Don't Know Jack!: Xbox 360, PS3, Wii

- UI integration, Leaderboards, Achievements, Save/Load and most Xbox/PS3 TCR's
- Online game structure, matchmaking, lobbies and online interrupts.

Pi Studios: Programmer   2009 – 2010

Bomberman: Battlefest: XBLA, PSN, WiiWare

- Created a Memory Manager and Performance Tracker used in multiple Pi Studio titles.
- Rewrote all networking code from mirrored authority to client-server authority.

Midway Games: Programmer   2007 – 2009

Hero (Canceled)**:** Xbox 360, PS3

- Designed and implemented a "drag and drop" AI system for generated AI enemies

NBA Ballers: Chosen One: Xbox 360, PS3

- Implemented Cloth technology for the player's shorts and the basket's net

Florida Interactive Entertainment Academy, Orlando Fl   2006 – 2007

- Masters of Science in Interactive Entertainment

University of Central Florida, Orlando, FL   2002 – 2006

- Bachelor of Science in Computer Science, with University Honors

ADD. INFO   • Underwater Photographer   •   D&D Dungeon Master   •   Won a Chili Cook-off in China