



SCOTT SUMMERS

scottsummers1@gmail.com | Chicago, IL 60646

Summary

Talented project coordinator with a strong background in game design excited to visualize unique and challenging game experiences across all mediums, including mobile. Demonstrated the ability to complete tasks accurately despite interruptions and competing demands. Self-motivated and dependable while achieving high performance prototypes with minimal supervision. Collaborated on numerous games with DePaul students and cross-university students in game jams hosted by DePaul's Junior Development Experience program.

Skills

- Team management
- Proficient in Microsoft Word, PowerPoint, and Excel
- Concept development
- Knowledgeable in Unity and GameMaker (1 & 2)
- Game design
- Project organization
- Video game production management
- Has worked in Trello
- Bug and issue detection
- Proficient with C#

Experience

Team Project For Capstone Showcase |
Chicago, IL

Game Designer and Artist

Boomerblade

01/2019 - 06/2019

- As a Producer, led the team by leveraging collaboration, team leadership and task prioritization skills
- Developed documentation for concepts, design, game progression flowcharting, and content requirements
- Worked as the Game Designer, Producer, and Co-Artist in developing sprites and animation for the game project "Boomerblade"
- Sketched, drafted, and drew most of the pixelated sprites utilizing Piskel as my primary resource, and animated said sprites as well

Team Project For SAIC X Columbia X
DePaul Game Jam | Chicago, IL

Game Artist

06/2018 - 06/2018

- Worked alongside entire development team in energetic and creative environment, limited to a 72-hour development period
- Organized files for data merging and script use to optimize team productivity
- Consistently met schedules and deadlines for all illustration projects
- Won first place in a competition against the other projects, judged by professionals within the industry
- Worked as Co-Artist for the SAIC x Columbia x DePaul Game Jam Collab, where I collaborated with students from outside our school on a game jam project for a weekend
- Created all the main sprites for the enemies, UI, and characters within the game, as well as animated their sprites

Education and Training

DePaul University | Chicago, IL | 2019

BS in Game Design in Game Development (Design Concentration)

Websites, Portfolios, Profiles

- <https://www.scottsummers.net/>

Activities and Honors

Member of DePaul's JDE program. Participated in numerous game jams, and placed 1st in the SAIC x DePaul x Columbia Game Jam collaboration. Helped to make games like Feel The Burn, Intended Resonance, and Loss: The Pilgrimage within these jams. (2018-present)