





SCOTT EWING


GAME PROGRAMMER

 Bathgate, West Lothian EH48 4LU

 01506 632214, 07442 169960

 scott.ewing22@gmail.com

 <https://www.scott-ewing.com/>

 <https://www.linkedin.com/in/scott-ewing-8510901b8/>

 <https://github.com/ScottEwing191>

SUMMARY

Efficient and skilled programmer with a strong background in C# and C++, seeking a position to leverage creative skills and technical expertise. Trained and experienced in game development, with an ability to adapt to various industries. Demonstrates excellent problem-solving abilities and teamwork, ensuring seamless integration into any environment. Known for developing high-quality software solutions, with a focus on delivering reliable and scalable applications.

KEY ACHIEVEMENTS

- Winner of the Game Bridge Game Design Excellence Award 2024 for my game Rope Robot.
- Participated in Tranzfuser, a competition to support UK graduates to build successful game development studios.
- Achieved the 2023 Best Computer Games Development Game Award at University.
- During the first and second year of my degree course I was awarded the Court Medal in recognition of achieving the best results in the year.

EDUCATION

Bachelor of Science: Computer Games Development 2019-2023
University of The West of Scotland,
• First Class Degree

Bachelor of Science: Biomedical Science 09/2015 - 04/2016
The University of Edinburgh

SKILLS

- Unity
- Unreal Engine
- Godot
- Phaser 3
- Maya
- Android Studio
- Version Control (Git)
- C#
- C++
- Java
- JavaScript
- HTML
- Maths / Physics
- PS5 Devkit Development



EXPERIENCE

Software Development Consultant

2024 – Present

FDM - Glasgow

At FDM, I expanded my experience beyond game development to building MVC applications with Spring and React. Working in an Agile environment alongside developers & business analysts, I improved my communication and presentation skills, effectively conveying technical concepts to different stakeholders.

- Developed a penalty shootout game in Godot for a safer gambling initiative to assess players' appetite for risk.
- Contributed to an AI-powered CV matching tool using a Doc2Vec model, with a Python backend and Next.js frontend, designed to run locally.

Tranzfuser

Game Programmer

2023 – 2024

Pale Blue Ocean - Glasgow

Pale Blue Ocean is a group of former students from The University of the West of Scotland who took part in Tranzfuser, a competition to support UK graduates to build successful game development studios. Our game Insubordinate is an isometric, office-based, twin-stick shooter where you work your way up the corporate ladder, fight by fight. This game was showcased at Insomnia 2023.

- Developed player locomotion.
- Developed Weapon / AI Systems.

Project Retro Museum - C# - Team of 6

2023

Programming (Gameplay, UI, Audio, Animations)

Educational game developed to teach players about retro game consoles through a museum-like setting and with a series of mini-games made in the style of games from various consoles.

- Developed a minigame in the style of the DOOM port for the SNES.
- Recreated the AI behaviour of several enemies from DOOM.
- Programmed using a component-based workflow allowing health, weapon, audio, and animation scripts to be used across the player, enemies, and other entities in the level.



Rope Robot - C#	2022- Present
<i>Game Design, Programming (Gameplay, UI), UI Design, Game User Research</i>	
A third-person platformer with realistic rope mechanics and puzzle elements. The game gives the player unrivalled control over fully physically simulated ropes.	
<ul style="list-style-type: none"> • Developed a character controller which allows the player control over rope creation, deletion, and length. • Created a checkpoint system to save the state of the player, enemies, and interactable objects allowing the game to reload each time the player dies. • Designed levels to teach game mechanics and to challenge players with those mechanics. • Implemented dynamic UI System which adapts to display mechanics available to the player. 	
Mind Robber - C# - Team of 3	2021-2022
<i>Game Design, Programming (Gameplay, UI, Audio), UI Design, Team Management</i>	
Single-player, stealth-based bank heist game where the player uses telekinetic powers to pass puzzles and obstacles.	
<ul style="list-style-type: none"> • Created a checkpoint system to save the state of the player, enemies, and intractable objects allowing the game to reload each time the player is caught. • Created a camera hacking system allowing the player to take control of a network of security cameras. 	
Car Tag - C#	2021
<i>Game Design, Programming (Gameplay, UI, Audio), UI Design, Documentation</i>	
An asymmetric local multiplayer racing game where one player evades the others.	
<ul style="list-style-type: none"> • Developed a dynamic checkpoint system. Checkpoints are created while the evading car drives. Allowing the route to be different for every game. • Implemented core gameplay loop. When a chase car catches an evading car, they swap roles. The round continues until the evader reaches a target distance. • Created an ability system which allows the easy implementation of additional abilities. • Implemented code so that it can be scaled beyond the current 4-player limit. 	
Scott's Box - C# - Unity	2021 – Present
This is my library that I include in every Unity project I start. It includes lots of useful things I have created over the years.	
<ul style="list-style-type: none"> • Trigger System – An extendable system that makes it quick and easy to make custom trigger behaviour • Checkpoint Systems – Extends the Trigger System. It allows for the saving and reloading of object Transforms. Easily extendable to save other features (i.e., was a door unlocked when checkpoint was reached) • Physics Trajectory – Calculates and draws the trajectory of projectiles. • Dynamic Input Icons – UI Icons that change at runtime depending on the controller type the player is using • Physics-Based Character Controller • Various utilities to help with UI fading / Raycasting 	
Doodle Course - JavaScript - Team of 2	2021
<i>Game Design, Programming (Gameplay, UI, Audio), Team Management, Art Design, Audio Development</i>	
A 2D game where the player builds the level themselves to allow a ball to get from the start to the end of a level.	
<ul style="list-style-type: none"> • This game was written in JavaScript and was created using the Phaser 3 Framework. • Developed a method for taking existing 2D assets and giving them the appearance of having been "doodled" on paper. 	
Ball Goes Roll - C#	2020
<i>Game Design, Programming, Audio Development, Level Design, Lighting, UI Design</i>	
A 3D rolling ball obstacle course game.	
<ul style="list-style-type: none"> • Developed a third-person physics-based character controller. • Designed and implemented physics-based obstacles for the player to overcome. • Created levels which utilised the obstacle mechanics in inventive ways. 	
The Lone Ember - C# - Team of 5	2020
<i>Programming, Level Design, Art Asset Implementation, Animations Implementation, UI Implementation</i>	
A 2D platformer where each mechanic can only be used once.	
<ul style="list-style-type: none"> • Worked with four people from around the world across multiple time zones. • Implemented character controller and limited each movement. • Implemented swinging vine (i.e., rope) mechanic. The Player could climb up and down vines. 	
Call of Duty - Custom Zombies Maps	2016-2018
<i>Level Creation, Lighting, Programming</i>	
Created maps for the zombies' game mode within Call of Duty: World at War and Black Ops 3, using the available mod tools.	
<ul style="list-style-type: none"> • The maps were remakes of levels from my favourite game DOOM. • Published a total of five maps across the two Call of Duty games with over 30,000 downloads. 	

APPS

Recipe Adjustment App - Java - Android	2021
As an avid baker, I grew frustrated by having to manually modify recipes if I was short of one or more ingredients. I used this as an opportunity to learn how to develop an app using Android Studio which would automatically recalculate the ingredient quantities required.	