

# SCOTT STEPHAN

a creative thinker with a passion for interactive design & production

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## EXPERIENCE

### ***FoxNext VR Studio : 6/17 - Present***

#### **Director of Games (5/18 - Present)**

#### **Senior Project Manager (6/17 - 5/18)**

- Lead 4 titles with budgets over 3 million dollars each through development and onto all major consumer-facing VR platforms (PSN, Steam, Oculus Store) as well as custom Location-Based Entertainment (LBE) platforms.
- Lived the life cycle of our games from drafting RFPs, through developer selection and vetting, into the crafting of SOWs and all the way through production and publishing.
- Assessed weekly builds and worked with studio stakeholders and playtest data to develop key feedback for our developers.

### ***WEVR: 5/14 - 6 /17***

#### ***theBlu: Encounter, Season One (PC/Vive/Rift, Unity, Launch Title, 4/16)***

#### **Project Lead (12/16-6/17)**

#### **Technical & Design Lead (6/15-12/16)**

- Co-lead a team of 12 to develop an expanded version of theBlu for the HTC Vive launch. Handled hiring, initial project scope, and day-to-day project direction.
- Managed asset integration, pipeline supervision, feature scripting and build supervision as well as platform submission for multiple SKUs
- Oversaw port of Season One to the Oculus Rift SDK and Touch API as well as development of Elite Venues SKUs for deployment in Dubai Aquarium, Natural History Museum and other unique, non-gaming locations

#### ***theBlu: VR (Gear VR, Unity, Launch Title, 6/14)***

#### ***theBlu: Encounter (PC/Vive, Unity, GDC Press Demo, 3/15)***

#### **Game Designer (5/14-2/15)**

- Pitched, designed, and scripted game scenarios with proprietary in-house tools for in-dev prototype hardware

#### ***Gnomes and Goblins (PC/Vive, Unreal 4, 9/16)***

#### **Senior Designer**

- Co-designed and prototyped an AI-driven encounter with creative direction from director Jon Favreau
- Designed & scripted UX elements, custom audio tools, player feedback mechanics and save data serialization

## OTHER RELEVANT EXPERIENCE

- **Guts Dept., Lead Producer (*Aegis Defenders*) (2/14 - 9/15)**
  - Co-founded Studio Guts and produced the successful Kickstarter campaign that raised over \$145,000.
  - Managed payroll, publisher pitching & relations, and backer community management. Maintained development schedule in-line with Kickstarter goals and promises.
- **Indiecade, Volunteer Program Manager (10/11 - 10/12)**
  - Managed volunteer scheduling for IndieCade events as well as community management within the IC Volunteer cohort.
- **GameDesk Institute, Game Designer & Co-Producer (01/12 - 09/12)**

## EDUCATION

**University of Southern California:** MFA: Interactive Media & Games (9/12 - 9/15)

**Juniata College:** BA: English & Philosophy (07/02 - 05/06)

## AWARDS & HONORS

#### ***Anamnesis***

- Indiecade @ E3 2014 Selection
- Indiecade 2014 Festival Selection
- Ama.ze Awards: Most Amazing Game Nomination

#### ***Aegis Defenders***

- Raised \$145,000+ on Kickstarter
- Kickstarter post-mortem series was a front-page feature multiple times on Gamasutra.com

#### ***theBlu***

- 96% positive on Steam with 200+ reviews
- 3 time Proto Award Winner: Best Sound Design, Best Mobile VR Experience, and Most Immersive

#### ***Speaking & Press***

- GDC 2016 Panel: Design Lessons from the HTC Vive & Beyond
- TEA 2018 Panel: Game Design in Themed Entertainment
- Featured in Simon Parkin's NewYorker.com article, *The Coming Horror of Virtual Reality*

## SKILLS

#### ***Game Development***

- 8+ years as a Unity developer with C#
- Shipped 4 complete projects in Unity and Unreal 4.
- Experience building analytic and scripting tools in Python

#### ***Production***

- Managed publishing on PSN, Steam, Oculus Store, Apple App Store and Google Play, including VRC, TRC and FQA processes
- Experience in budgeting for a small studio and shipping polished and award winning products to a commercial audience
- Shipped projects utilizing Favro, Jira, Asana and Trello

For videos, screenshots, press and expanded details visit

**scottstephan.org**