

SCOTT STEPHAN

An interactive professional merging a technical development background with Agile leadership principles

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KEY EXPERIENCE

FoxNext VR Studio : June 2017 - September 2019

Director of Games (5/2018 - 09/2019)

Senior Project Manager (6/2017 - 5/2018)

- Utilized Agile methodologies to 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.
- Supervised the full production 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: May 2014 - June 2017

theBlu: Encounter, Season One (PC/Vive/Rift, Unity, Launch Title, 4/2016)

Project Lead (12/2016-6/2017)

Technical & Design Lead (6/2015-12/2016)

- 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, including stand-ups, backlog grooming and stakeholder communication.
- Managed asset integration, pipeline supervision, feature scripting and build supervision. Also handled platform submission and publishing 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, 6/2014)

theBlu: Encounter (PC/Vive, Unity, GDC Press Demo, 3/2015)

Game Designer (5/2014-2/2015)

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

Gnomes and Goblins (PC/Vive, Unreal 4, 9/2016)

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

- **SubVRsive, Contract Senior Project Manager (10/2019-Current)**
 - Utilize Agile & Scrum methodology and Jira to ship a variety of cutting-edge XR products for corporate & non-profit clients.
- **Guts Dept., Lead Producer (Aegis Defenders) (2/2014 - 9/2015)**
 - 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.
- **GameDesk Institute, Game Designer & Co-Producer (01/2012 - 09/2012)**

EDUCATION

University of Southern California: MFA: Interactive Media & Games (9/2012 - 9/2015)

Juniata College: BA: English & Philosophy (07/2002 - 05/2006)

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

theBlu

- 96% positive on Steam with 200+ reviews
- 3 time Proto Award Winner:
 - Best Sound Design (2016)
 - Best Mobile VR Experience (2015)
 - Most Immersive (2016)

Speaking & Press

- GDC 2016 Panel: Design Lessons from the HTC Vive & Beyond
- TEA 2018 Panel: Game Design in Themed Entertainment
- NewYorker.com: Featured in Simon Parkin's, *The Coming Horror of Virtual Reality*
- FoxTalks: Introduced the VR studio to a simulcast that reached all Fox employees globally
- Attended the Spring 2019 Fallingwater Immersive Design Residency Program

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 Agile processes in Jira, Favro, Trello and other tools.

For screenshots, video and expanded descriptions visit

scottstephan.org