

# Scott "Memige" Den Adel

## Interactive Software Designer

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### Project Experience

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#### Sky Viper - Sky Cam

Hyperkinetic Studios LLC. on behalf of Skyrocket Toys LLC.  
05/2015 - 07/2015 Team Size: 6

#### **Lead Engineer**

Converted abandoned codebase from chinese developer to function for client's new needs. Involved optimizing the transfer rate for a live connection IP Camera, UI/UX overhaul, as well as error recovery and stability improvements. Rapid turnaround project using Objective-C native iOS development and JavaScript native Android development.

#### Dojo Quest

LOOT Entertainment - DBA of SonyDADC NMS Inc.  
11/2014 - 03/2015 Team Size: 8

#### **Project Technical Lead / Scrum Master**

Directed efforts to create a marketing application for Sony Pictures Entertainment in association with their upcoming film *Pixels*. Handled primary Gameplay programming as well as iOS and Android porting, and plug-in support for Social Media and Analytics tracking. Managed cross-discipline Agile Sprint team and coordinated with clients to produce the look and feel they desired.

#### Fluster Cluck

LOOT Entertainment - DBA of SonyDADC NMS Inc.  
11/2013 - 10/2014 Team Size: 18

#### **Project Technical Lead - Internal IP Development**

Headed up development of the studio's first PlayStation®4 Title. Personally implemented Player Package, Artificial Intelligence, UI/UX, Video Playback with localized subtitles, Gameplay balance and level progression system. Coordinated with junior engineers to ensure other facets of the game were completed on time, on budget, and to the quality standards required.

#### Forsaken Planet

LOOT Entertainment - DBA of SonyDADC NMS Inc.  
04/2012 - 10/2013 Team Size: 7

#### **Senior Software Engineer**

Implemented Gameplay, Player Package, Artificial Intelligence, Implemented Networked Cross Platform Real-time multiplayer (including gameplay, matchmaking, lobby chat, global ranking and stats tracking).

### Older Projects

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PlayStation®Home - LOOT Entertainment - DBA of SonyDADC NMS Inc.

The Incredible Hulk - Edge Of Reality - Privately Held Studio

### Technical Proficiencies

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#### Languages/APIs

C#	C/C++	JavaScript	Win32/MFC	Objective-C
OpenGL	X86	LUA	XHTML/CSS	XML
DirectX	WinSock	PlayStation®SDK	Android SDK	Oculus SDK

#### Programs and Engines

Unity	Unreal 3/4	Maya 8.0	Photoshop CS5
MSVisual Studio	Eclipse	Perforce 4	Git

#### Platforms

PlayStation®4	PlayStation®3	PlayStation®2	XBox 360
PC & Mac	Nintendo Wii	iOS	Android

#### Specialties

Systems Design/Implementation	Prototyping	Agile/Scrum
Artificial Intelligence	Mentoring	

### Education

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#### Bachelor of Science Degree in Game Design and Development

Full Sail University - Class of 2006...Graduated with achievement in **Perfect Attendance**