

Marty Scott

Game Developer | Programmer | Sound Designer

Portfolio: www.marty64.net | GitHub: [www.github.com/martychouette](https://github.com/martychouette) | Email: greatmartyscott@gmail.com
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Professional Summary

I am a game developer, computer scientist, and musician passionate about crafting heartfelt games that explore the human condition with sincerity and weight. Specializing in immersive and surreal experiences that encourage self-reflection, I aim to push the boundaries of game design as a medium. Proficient in 2D/3D and VR development with a focus on accessibility and future-forward design.

Technical Skills

Programming: C++, Java, C#, Python, JavaScript, SQL

Game Engines: Unity, Unreal Engine, GameMaker

Web Development: Next.js, React, Vercel

Design Tools: Blender, Maya, Photoshop, Premier Pro, Flutter

Audio Tools: Logic, Protools, Ableton

Education

Tisch School of the Arts, New York University
MFA in Game Design 2024–2026

California State Polytechnic University
BS in Computer Science 2021–2023

Mount San Antonio College
AS in Programming & Database Management 2018 – 2021

Musician's Institute
Piano Technology with an emphasis in Audio Engineering 2009 - 2011

Game Prototypes

Cold Flame (Solo Developer)

A physics-driven narrative game exploring life, loss, and the human heart. Praised for its deep themes, connecting gameplay mechanics with emotional storytelling.
Technologies Used: Unity, Ableton.

Solus (Solo Developer)

A walking simulator targeting captivating art direction and atmospheric design.
Technologies Used: Unity, Ableton.

Vermerville (Team Project – 6 Members)

A territorial control & dispute board game about growing your vermin kingdom through amassing land and proliferating.
Role: Designer.

Candy (Solo Developer)

A mouse-only city-builder in the vein of Sim City (1989) challenging traditional mechanics by removing clicking entirely.
Technologies Used: GameMaker, Ableton.

Papier Mâché (Solo Developer)

A 2D flat game redefining genre boundaries with a touching narrative. Praised for evoking strong emotional responses.
Technologies Used: GameMaker, Ableton.

Purrfect Pizza VR (Team Project – 6 Members)

A VR game gamifying formal language constructs through pizza-making for whimsical cat bosses.
Role: Design, Music, Audio Programming.
Technologies Used: Unity, VR Toolkit, Logic.

Experience

Custom Construction Website (Designer, Programmer)

Developed a company website with editable tools and improved SEO.

Music & Arts (Music Teacher)

Instructed students on piano, guitar, and sound production, fostering creativity.