

# SCOTT PRINCE

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www.inthepitchblack.com/gd/

## OBJECTIVE

Accomplished project manager and self-proclaimed anal-retentive seeking to leverage extensive background in IT and recent graduation from Vancouver Film School's Game Design program in a Producer role.

## EXPERIENCE

### PROJECT MANAGEMENT

- Offered project based client support to multiple clients, involving deadlines and managing customer expectations. One project included the migration of a co-located data center where I designed the rack layout, facilitated with vendors for support during the outage, coordinated with internal support and migrated their internet connection from one office to another. (SureSystems)
- Divisional Representative to Corporate IT - facilitating the requirements of both parties. Senior technical resource in the Division - resulting in staff mentoring, hiring and assist in budget preparation. (EnCana)
- Project Manager for the National deployment of a Turnkey software and hardware solution for the Territory Managers. (Shell Canada)
- Utilized weekly sprints during Production for our Final Project (VFS)
- Utilized iterative design for Curvature – we created the entire game at a high level, and then dug down into each feature – checked to see how they fit, then iterated again on a weekly basis (scrum/weekly sprints). (VFS)

### LEADERSHIP

- Senior Technical Analyst at EnCana mentoring the application support and desktop teams. (EnCana)
- Organized and lead a group of 4 peers within our final Project to generate Curvature (VFS)

### TECHNICAL SKILLS

- Utilizing the Unreal Tournament Engine and Unreal script creating a fully interactive UI for my final Project within VFS - Curvature (VFS)
- Modeled and textured 50% of the Environment art for my final Project within VFS using 3D Studio Max and Unreal's Material Editor - Curvature (VFS)
- Facilitated and organized the technical requirements for a data center move (SureSystems)
- Scoped the requirements for a national deployment of hardware and software, once known created the processes and schedule for said deployment (Shell)

### ENTERPRENEURIAL SPIRIT

- Launched a Business to Business clothing company where I designed 10 men's and 20 women's garments that sold across Canada and into the UK and Eastern US. (Bad Girls Design)

### EDUCATION

- Created and taught a half day course on OpenView management to Network Operators (ReallT)
- Created and taught a half day course on a new remote mail client to desktop support (Shell)

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## EXPERIENCE

### INTERFACE DESIGN

- Built Curvatures entire UI within Unreal (VFS)
- Webesign for www.Intheitchblack.com

## WORK EXPERIENCE

**Technical Consultant** Suresystems Sept 2006 - Dec 2007

**Fashion Designer/Owner** Bad Girls Design Mar 2004- Dec 2007

**Real IT Management** Real IT Management Sept 2004- Sept 2005

**Business Analyst** EnCana Mar 2001- Feb 2004

**Project Manager** Shell Canada Dec 1996 - Feb 2001

**Network Analyst** WestCoast Gas Services Aug - Nov 1996

**Network Analyst** Bethany Care Society Feb - July 1996

**Support Analyst** Chevron Resources Sept 1994 - Jan 1996

## EDUCATION

### Game Design (GD12)

Vancouver Film School 2008-2009

### Computer Engineering

Southern Alberta Institute of Technology 1992-1994

## SKILLS

### Soft Skills:

Project Management  
Team Management  
Budgeting  
Facilitating  
Entrepreneurial Spirit  
Process Creation and Optimization  
Mentoring  
Fashion Design

### Software:

MS Project  
3D Studio Max  
Adobe Photoshop  
Unreal Tournament  
Adobe Premiere  
Adobe Flash  
CVS (Subversion)

### Languages:

Perl  
Unreal Script  
Actionscript 3.0  
Lua