

Marty Scott

Game Developer | Computer Scientist | Sound Designer

Portfolio: www.marty64.net | GitHub: [www.github.com/martychouette](https://github.com/martychouette) | Email: greatmartyscott@gmail.com
<https://martychouette.itch.io>

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, FMOD

Education

NYU | Game Center

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

Games

Road Trip (Team Project – 4 Members)

A third-person game about driving through the country, talking to new friends, and solving puzzles.

Role: Producer, Designer, Programmer, Audio

Technologies Used: Unity, FMOD, Ink, Blender.

blackout (Solo Developer)

A “sightless” 2D platformer redefining the genre’s boundaries using auditory navigation and no visuals. Praised for its challenge of traditional game design.

Technologies Used: Unity, FMOD.

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.

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.

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.

The Palisades - Community Space (Co-Founder, Organizer, Sound Engineer)

Produced, coordinated event logistics, ran and engineered sessions, facilitated bands and artist collaborations inside and outside the studio.

Music & Arts (Music Teacher)

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

