|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Scott M. Fine  |  | | --- | |  | | [ScottMFine@Hotmail.com](mailto:scottmfine@hotmail.com) | |  | | (310) 291-1723 | |  | | [linkedin.com/in/finescott](https://linkedin.com/in/finescott) | | [ScottFineGameDesign.com](https://scottfinegamedesign.com/) | | Skills Over 8 years of experience in software development in PC, Mac, and mobile. Proficient in Unity, C#, Photoshop, lucidchart, Redmine, youtrack, P4V, leanplum, and jira | | Awards ADC Best in Apps 2014 Nominee for NFL RUSH Zone GameDay Heroes  Eagle Scout (certified since 2007) | |  | |  | | --- | | ExperienceKung Fu Factory*Game Economy Designer*, September 2019 – Present Manage 2+ economies defining and continually tuning drivers of purchase behavior, purchase packages, pricing, virtual products, and special events, with a specific focus on benchmarking and improving KPIs  Build, model and tune complex game economy systems with multiple currencies, progression systems, sinks, faucets and monetization points.  Define metrics to track revenue from a specific gamer, group, or demographic and adjusted the system accordingly Level-5 International America*Lead Game Designer*, December 2018 – June 2019 *Game Designer,* March 2017 – November 2018  Led the design team on a multimillion-dollar F2P project  Liaison between 16+ person offsite and 5+ person local team  Pitched, prototyped, and demoed new cross media franchise concepts  Drove iteration, reviewed weekly builds, and approved milestones Jumpstart – Knowledge Adventure*Game Designer,* September 2014 – March 2015 *Assistant Level Designer*, February 2014 – September 2014  *Level Design Intern*, December 2013 – February 2014  Supported 5 F2P apps by testing, rebalancing, and creating new features  Rapid development across iOS, Android and Windows on 5 products simultaneously with multiple international offsite teams  Worked in partnership on apps with franchises such as the NFL and *DreamWorks How to Train Your Dragon* Indie game DEVELOPER*Indie Dev,* November 2010 – February 2014, April 2015 – March 2017 Designed over 100 original levels; scripted all aspects of 4 mobile games EducationBachelor of Science, Game Design, 2014Full Sail University, Winter Park, FL | |