Scott Fine

Game Systems & Economy Designer

Los Angeles, CA

LinkedIn: <https://www.linkedin.com/in/finescott/>

Portfolio: [https://ScottFineGameDesign.com](https://scottfinegamedesign.com)

Email: [scottmfine@hotmail.com](mailto:scottmfine@hotmail.com)

# SKILLS

Over 10 years of experience in software development for PC, Mac, mobile, and VR. Proficient in Unreal, Excel, Google Query Language, Photoshop, Lucidchart, Periscope, Perforce, Leanplum, and Jira

# **EXPERIENCE**

## Skydance Interactive, Santa Monica*- Game Systems Designer*

April 2022 - PRESENT

* Build & Manage Economy and All Systems for a AAA VR Title: *Behemoth*

## Kung Fu Factory, A Netmarble Subsidiary *- Game Economy Designer*

September 2019 - April 2022

* Manage a live economy 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 3+ 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 adjust systems accordingly
* Create, implement, and iterate on LiveOps strategy for a live title
* Trained, mentored, and managed 3 LiveOps designers to further support and improve NBA BallStars’ LiveOps strategy

## Level-5 International America *- Game & Lead Designer*

March 2017- November 2018, Lead: December 2018 - June 2019

* Led the design team on a multimillion-dollar F2P project
* Liaison between 16+ person offsite and 5+ person local team

## JumpStart - Knowledge Adventure *- LD Intern, ALD, Game Designer*

LD Intern: Dec 2013 - Feb 2014, ALD: Feb 2014-Sept 2014, GD: Sept 2014 - Mar 2015

* Supported 5 F2P apps by testing, rebalancing, and creating new features
* Worked in partnership on apps with franchises such as the NFL and *DreamWorks How to Train Your Dragon*

## Indie Dev *- Game Designer*

Nov 2010-Feb 2014, April 2015-Mar 2017

* Designed over 100 original levels; scripted all aspects of 4 mobile games

# **EDUCATION**

## Full Sail University *- Bachelor of Science, Game Design, 2014*

# **AWARDS &** VOLUNTEERING

* #2 Sports Game on the App Store for NBA BallStars (April 2021)
* ADC Best in Apps 2014 Nominee for NFL RUSH Zone GameDay Heroes
* Eagle Scout (certified since 2007)
* [Chapman University Game Development Advisory Board Member](https://www.chapman.edu/engineering/about/game-development-advisory-board/scott-fine.aspx)