
Scott Fine

Game Systems & Economy Designer

Los Angeles, CA

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

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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](#)