

# Loring Scotty Hoag

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## Profile

I am a games and interactive media programmer with several shipped titles. I am skilled with high-level logic as well as working with low-level hardware like FPGAs, microcontrollers, and phones. What I don't yet know, I quickly learn to get the job done. I want to work on AI, smart toys, and games.

## Past and Current Employment

June 2012 – Present: [WayForward](#) – Video game programmer on several game console titles.

May 2011 – August 2011: [ALTERA](#) – Software Engineering Intern, built testing tools for FPGAs.

May 2010 – May 2011: UC Berkeley [Social App Lab at CITRIS](#) – Technical Director, Game Design

May 2010 – May 2011: UC Berkeley [Hybrid Systems Lab](#) – Research Assistant, Android Programmer

## Sample of Shipped Game Titles I've Worked On

[Adventure Time Puzzle Quest \(scottyhoag.com/atpq.html\)](#) 2015 – iOS, Android

- Wrote countless Unity scripts for the match-3 puzzle mechanics and UI systems.

[Teenage Mutant Ninja Turtles: Danger of the Ooze](#)

([scottyhoag.com/tmnt\\_doto.html](#)) 2014 – Xbox360, PS3, and Nintendo 3DS

- Wrote a coroutine scripting language, enemy and boss AI, menu UI, and map tracking systems.

[The Smurfs 2 \(scottyhoag.com/smurfs2.html\)](#) 2013 – Wii, WiiU, Xbox360, PS3

- Wrote enemy and boss AI, menu UI, and various other gameplay elements.

[Lalaloopsy: Carnival of Friends \(scottyhoag.com/lalaloopsy.html\)](#) 2012 – Nintendo DS/3DS

- Worked on asset memory management, menu UI, bonus mini-games, and particle systems.

[PokerWalk \(scottyhoag.com/pokerwalk.html\)](#) 2010 – Android

- Wrote all Android gameplay code and the PHP/MySQL back end for research data collection.

## Education and Sample of Courses Taken

Georgia Institute of Technology (*In Progress*) – Masters of Sciences (MS), Digital Media

U.C. Berkeley (2010) – Bachelor of Arts (BA), Computer Science, 3.258 GPA

San Joaquin Delta College (2008) – Associates of Arts (AA), Liberal Arts, 3.54 GPA

Artificial Intelligence (Python)

Data Structures (Java)

Computer Architecture (C, MIPS Assembly)

Mechatronics (C, Arm7 Microcontroller)

Embedded Systems (C, Atmel Microcontroller)

Computer Graphics (C++, OpenGL, GLSL)

CGI Animation Studies (Maya, Final Cut Pro)

Visual Design (GIMP, Inkscape, Fireworks)

Game Design (Processing, Arduino)

Urban Game Design, Teaching Asst. (Android)

## Sample of School and Personal Projects

[STARMAC Capture the Flag: \(scottyhoag.com/starmac.html\)](#) 2010 – GPS-based robot controller.

- Wrote all android phone code including UDP packet system for communicating with UAVs.
- Developed GPS-based contour height map code for plotting data collected in real-time.

[NATCar Competition: \(scottyhoag.com/natcar.html\)](#) 2010 - Designed and built an autonomous race car.

- Co-developed control software so the car could drive autonomously and memorize the course.

[Barkeley Ball: \(scottyhoag.com/barkeleyball.html\)](#) 2009 - Motion-controlled augmented reality game.

- Wrote multi-staged animated graphics pipeline processor for the Xilinx Virtex-V FPGA.
- Developed blue screen augmented reality effects and tools for compressing in-game assets.

Teaching assistant for UC Berkeley undergrad class “Anthropology 196: Urban Game Design”, 2011

- Taught game programming workshops and wrote template code for student assignments.