

Scott Alan McCall

Software / Video Game Designer

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About Me

I'm an artist and animator whose broad-based creative success has included:

- **Playing a key role in designing real time 3D animation software product.**
- **Designing groundbreaking visual synthesizer software** for use in night clubs.
- **Creating a hit animated TV show** around Howard Stern sidekick Jackie Martlin.
- **Being dubbed an 'Internet pioneer' by Rolling Stone Magazine** after marketing of own compositions led to writing partnership with rock musician Seal.

I've been designing video games from the age of 12 and have spent the last 18 months learning all aspects of UDK and developing a prototype video game. My skills include: VFX, character design, 3D modeling, texture art, game design, animation, some scripting.

My Work

Full portfolio including reel: <http://p1ll.squarespace.com>

Video game development channel: <http://youtube.com/p1ll>

My Experience

Circleworld, Encino CA

2012 to Present

Designer/Developer – Circleworld

Currently designing and developing an independent video game in order to learn UDK and demonstrate game design abilities. Documenting progress on Youtube channel (<http://youtube.com/p1ll>).

- Designing game with multiple unique features including a stylized 2.5D design, environments that change based on the size of the planets, orbiting projectiles, and x/y axis game play.
- Created fun and engaging characters, conveying complex emotions and actions through simple forms.
- Attracted experienced game programmer who is currently working free of charge based on his belief in the game.
- Game design docs can be viewed at <https://drive.google.com/#folders/0B8E-eB4RW8NSMmFxaDdVXzV3dmc>.

Visual Media Systems, Valencia Spain/Los Angeles, CA

2005 to Present

Software Designer

Co-founded this company with a partner and designed pioneering visual effects software used by clubs and live event organizers to create and mix graphic elements. Learn more at <http://www.vimeo.com/channels/xnth>.

- Designed artwork and user interface along with all marketing materials for truly groundbreaking software product (XNTH).
- Forged partnership with top Spanish nightclub, creating all visuals for 4 years.
- Currently developing version 3 of the software incorporating new features such as particle effects and pixel shaders.
- Assumed full responsibility for business and software following departure of initial partner.

L'Oceanographic, Valencia Spain

2007 to 2009

Animator/Visual Effects Specialist

Initially recruited to create video to accompany evening show featuring synchronized swimmers and dolphins. Suggested using live visuals to enhance the effect and created all visual imagery.

- Developed make-believe mythology and accompanying visual effects and sequenced the graphics, mixing each show as it happened.
- Utilized self-developed software (XNTH) and added new features as a result of this experience.

Nucleus Interactive, Brentwood CA

1995 to 2000

Creative Director/3D Generalist

Joined Nucleus when it was originally a start-up video game developer and worked closely with the company founder and CEO, ultimately helping the company transition to producing and developing a cutting edge proprietary streaming 3D animation technology. Managed character design, audio production, artwork creation, website and logo design.

- Played a key role in the development of the company and its pioneering product, including creating 3D graphics, composing music and recording all audio.
- Conceived and oversaw the creation of an animated web show based on Howard Stern's sidekick Jackie "The Jokeman" Martlin. Achieved industry-first move from web to TV when the cartoon appeared as a regular feature on Howard Stern's TV show.

Additional Experience

Published Songwriter:

- Composed own music since young age. Posted tracks online in 1998 and quickly built a following. Ultimately hired by Seal to write tracks for a new album. Featured in Rolling Stone Magazine as a result. (<http://pill.squarespace.com/music/>).
- Wrote the soundtrack for "Brimstone," an early video game (1994)

Tech Support:

- Between 2010 and 2011, provided technical support to courier company with 15 locations across the US.

Education & Credentials

Studied Illustration - Art Centre College of Design, Pasadena CA, 1991 to 1994

Technical Skills: Photoshop, 3dsmax, UDK, After Effects, Illustrator, Flash

Languages: Fluent in written and spoken Spanish