

NATHAN P. SCOTT

SCOTTXCREATIVES.COM | 765-404-3253 | SCOTTXCREATIVES@GMAIL.COM



GAMEPLAY DESIGNER

SOFTWARE

- UE4 / BLUEPRINT
- UNITY / C#
- LUA
- TWINE / ARTICY
- JIRA / CONFLUENCE
- ADOBE CREATIVE SUITE

SOFT SKILLS

- DESIGN DOCUMENTATION
- SCRIPT WRITING
- DUNGEON MASTER
- AGILE PRODUCTION
- RAPID PROTOTYPING

EDUCATION

UNIVERSITY OF UTAH
M.E.A.E., Game Production

PURDUE UNIVERSITY

B.A., Creative Writing
B.A., Film and Video Studies

PROFESSIONAL EXPERIENCE

Blizzard Entertainment

Diablo 4

Senior Game Designer

January 2025 - Current

- Led multidisciplinary strike teams to execute high quality campaign content
- Developed new gameplay verbs and features to give other designers more tools for mechanical storytelling
- Maintained documentation and templates to make onboarding easier for new designers
- Mentored new team members and interns, providing career advice and skill advancement

Game Designer

June 2021 - January 2025

- Created live service “seasonal” systems, progressions, and content, pitching, iterating, and implementing on a 6 month cadence
- Collaborated with world and activity designers to create quests, content, and rewards that guided players through the open world
- Responsible for over 20 quests and 4 quest chains on the base game, taking them from pitch to shippable content

WB Games | Avalanche

Hogwarts Legacy

Game Designer

March 2018 - June 2021

- Designed open world systems that fed back into larger progression systems
- Responsible for over 10 quests and 1 quest chain, working in Unreal Engine 4 to implement quests' level, story, and characters
- Pitched, prototyped, and iterated 100s of puzzles, interactables, and features to increase interaction in the world

INDEPENDENT PROJECTS

ADVENTURES UNBOUND: A TABLETOP RPG SYSTEM

Role: Systems & Content Designer

A tabletop RPG emphasizing collaborative storytelling and player creativity.

ATOMECH, LLC

Role: Systems and Game Designer

Worked with Atomech, LLC to develop itemization and crafting systems. Designed and implemented gameplay content in engine.