

Scott Xiong  
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Vancouver, BC

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### Summary

- ✓ Credited on 8 titles across 4 platforms: Xbox 360/PS3/Wii & Mobile
  - ✓ Lead Rigger and Technical Artist for Electronic Arts' EA Sports Active
  - ✓ Graduated with Diploma, and 3.8 GPA in Game Art & Animation from AI Vancouver
  - ✓ Assisted Technical Directors by providing feedback & improving on tools & character production processes, fine tuning attribute parameters, and developing MEL, Python skills
  - ✓ QA, and solved production bugs for modeling, animation, and programming teams
  - ✓ Increased production quality by managing & reviewing outsourced assets
  - ✓ Created more accurate time boxed estimates during production by effective planning & communication with team leads & management
  - ✓ Honorable Mentions for UT2004 Mod Piddly's Chance in Nvidia Make Unreal Contest
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### Professional History

XY Torque Strategies                      Lead Production Artist                      September 2009 – Present

- Managing site builds, SQL databases, marketing strategies, SEO, HTML, CSS, PHP
- Designing web sites, layout, graphics, ad copy, print media, and web functionality

Electronic Arts Canada                      Technical Artist – Rigging                      August 2008 – April 2009

- Fight Night Round 4 (PS3/360) – Weighting cloth, hair & props, and maintaining & editing parameters of muscle deformations for over 30 characters, reviewing schedules with leads, QA, debugging, tuning, asset management
- EA Sports Active (Wii) – Rigging, weighting, planning, troubleshooting, tuning
- Grand Slam Tennis (Wii) – Rigging, weighting, QA, tuning, debugging
- 3 other titles – Weighting, pre production planning, asset management

Electronic Arts Canada                      Associate Technical Artist                      April 2008 – August 2008

- NBA Live 09 (PS3/360) – Weighting, QA, tuning, debugging, technical documentation
- NCAA Basketball 09 (PS3/360) – Weighting, QA, tuning, debugging, asset management
- Facebreaker (PS3/360) – Weighting, editing hair and physics parameters, QA, tuning

Koolhaus Games                      Lead Technical Artist                      May 2004 – May 2006

- Megatouch Mobile Arcade 2 (mobile) – Developing & integrating art assets
- Novarunner (mobile) – Lead Artist, managing builds, art, QA, technical documentation
- 2 Unreal 3 Engine prototypes – Creating workflow processes, and character & vehicle rigs, managing & integrating art assets, troubleshooting, tuning, debugging, organizing meetings, technical documentation, writing & presenting reports, QA