

# Marty Scott

(Jeremy Martin Scott)

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## Certification

- ◆ SQL Certification  
Mount San Antonio  
Dec. 2020

## Skills

Unity & Unreal  
Unity VR  
Git  
Blender, GIMP, Logic  
Pro Tools, Ableton,  
C++, Java, C#, Python  
JavaScript, Html, CSS  
React, Next.js, SQL

## Volunteer Work

### The Palisades Upland, CA

May 2013-Dec 2018

*Sound Engineer*

## Interests

Writing Music  
Creating Games  
Short Stories  
Art

## Links

[Website](#)  
[Portfolio](#)  
[Linkedin](#)  
[Github](#)  
[Itch.io](#)

## Projects

### Temper Oct. 2023

Designer, Programmer on this game, created within 48 hours for the CPP Game Dev Club Halloween game jam. First person horror experience and my first foray into Unreal engine using pathfinding AI and event scripting.

### GameHunt Oct. 2023

Designer, Frontend Programming, web app for users to follow and be notified when certain videogames are on sale and at what store fronts they are from.

### PURRFECT PIZZA Mar. 2023

Designer, Composer, Music Programmer, Misc. Programmer, Senior Project, VR Game that gamifies the Pumping Lemma construct of Formal Languages, through the need to make pizzas for your cat overlords.

### Dockside Nov. 2022

Designer, Composer, Music Programmer, Misc. Programmer, Student team project creating a small 2D fishing game that you catch and sell fish to dockside restaurants.

### MartyOS Feb. 2022

Designer, Programmer, Portfolio website done to emulate the style of Windows 95' desktop and display my creations. Used JavaScript, HTML, CSS

### FrostByte June 2021

Designer, Composer, Music Programmer, Programmer, Small 2D maze game based off the end of the shinning using A\* search AI and a variety of unity toolsets.

## Education

### Mount San Antonio Aug. 2018 - May 2021

#### ◆ AS in Programming & Database Management/ w Honors

Including studies in systems analysis, oracle, database management, advanced C++, and web systems.

### California State Polytechnic College Aug. 2021 - Dec. 2023

#### ◆ BS in Computer Science

Includes coursework in software engineering, operating systems, algorithmic complexity analysis, artificial intelligence, graphics and rendering, and numerical methods and applications.

## Work Experience

### Music & Arts Feb.2012 - Jan. 2018

*Music Teacher*

Instruct all levels of students on piano, guitar, bass, songwriting, and sound production. Covering classical, jazz, and modern compositions.

### KidCare Int. Mar. - Apr. 2005

*Systems Technician*

Setup and network an educational computer room for nonprofit.