

Contact

LinkedIn:
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Email:
Sparksbrightgames@gmail.com

Portfolio:
[ScottMakesGames.com](https://scottmakesgames.com)

Demo Reel:
[Youtube.com/watch?v=814pLDoSfAY](https://www.youtube.com/watch?v=814pLDoSfAY)

Core Skills / Knowledge

Special Skills:
Virtual Reality (VR) Development,
Multiplayer (Netcode for
GameObjects),

Programming / Engines:
C#, Unity, C++, Unreal, JavaScript

Leadership / Soft Skills:
Team Leadership, Project
Management, Lean Agile, Creative
Problem Solving, Statistical Data
Analysis, Coaching & Mentoring

Visuals:
Shader Graph, VFX Graphs, Maya,
3DSMax, Blender, Substance
Painter, Krita & ZBrush

GenAI / LLMs:
OpenAI 3.5Turbo, Whisper &
Elevenlabs TurboV2, Claud,
MeshyAI

Scott Barley

Game Developer

Summary:

Four years ago, I discovered my passion for the practical side of game development. Since then, I've focused on building a wide range of skills and knowledge to achieve my goal of creating fun and impactful experiences. I'm a driven and passionate developer with a relentless desire for self-improvement, supported by strong academic performance. To further this growth, I've actively engaged with development communities and game jams, while also learning from diverse sources including YouTube tutorials, LinkedIn Learning, Humble Bundle resources, and personal research.

Education:

QUT (Queensland University of Technology)
2023 - 2025

- ★ Bachelor of Games and Interactive Environments (Software Tech Major)
- ★ GPA of 7.00 *on a 7-point grading scale*
- ★ QUT Executive Dean's Commendation(s) for Academic Excellence

TAFE (Queensland)
2021-2022

- ★ Diploma of Games and Interactive Media Design
- ★ Skills (Introduction to all core skills): Programing, UI, 2D & 3D Art, Modeling, Rigging & Animation & VFX & Unity Engine Tools

University Experiences / Volunteering:

Founded & President of QUT FUR

Jan 2025 - Present

- ★ Founded QUT Fur, a QUT affiliated guild
- ★ Recruited and developed a 9-person executive team
- ★ Grew membership to more than 150 active members
- ★ Arranged weekly events

One of the most rewarding QUT experiences I had was to create a safe and welcoming space for diverse and LGBTQI students interested in the furry fandom. The society built confidence, creativity and community. I developed connections between similar local and international groups, negotiated with businesses for society discounts and supported the development of a professional and highly skilled executive team.

Key Skills: Organisational Management, Team leadership, Coaching, Community Management, Advertising, Event Management, Risk Assessments

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QUT Peer Mentoring: IGB100 & IGB200

2023 – 2025

- ★ Volunteered as a peer mentor for the IGB100 (Game Studio 1) & IGB200: (Game Studio 2)
- ★ Supported junior students in achieving excellent outcomes for team projects
- ★ Provided expert knowledge, supported self-reflection, learning and confidence
- ★ Received excellent feedback from students

I worked closely with students offering practical support and guidance with their projects, with special focus on personal development, problem solving and confident decision making. It was extremely satisfying seeing the students I mentored grow in confidence and deliver high quality projects. I was able to deliver this through a supportive, collaborative and non-judgemental communication style.

Key Skills: Collaborative Problem Solving, Coaching, Unity, C#, Creative Problem Solving Tools

Krillout Corner Social Events Organiser

2023 - 2024

- ★ Organised social meet ups of Games Development students and other related disciplines
- ★ Supported a relaxed and friendly environment to support friendship, collaboration and networking

Key Skills: Advertising, Event Management, Networking

University Honors & Awards:

- ★ 2024 - QUT Executive Deans' Commendation for Academic Excellence
- ★ 2024 - VRES Project Completion
- ★ 2024 - Peer Mentoring Certificate
- ★ 2023 - QUT Executive Deans' Commendation for Academic Excellence
- ★ 2023 - Peer Mentoring Certificate

Projects:

Friends And Fangs

2025

Skills: Project Management, Team Leadership, Multiplayer Design

Tools: Unity Game Engine, Steam, FMOD, Netcode for Gameobjects

- ★ Leader of a 9 person project team
- ★ Coordinated & managed the weekly game builds
- ★ Organised regular playtester to support feedback lead design
- ★ Supported programing team with Netcode implementation

Vacation Research Experience Scheme (VRES) Project: Shooting the Breeze

2024

Skills: VR (Virtual Reality), Embodied AI Agents, Research Data Collection, Statistical Data Analysis, Literature review and publication in a journal

Tools: Open AI: Whisper & Turbo3.5, Unity Game Engine

- ★ Conducted research on affordance and player training using an AI (ChatGPT) configured intelligent NPC

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- ★ Designed and implemented the interactive game elements
- ★ Collected data on player experience, both qualitative and quantitative
- ★ Conducted analysis and presentation of data for publication

AtmosFear

2024

VR Game: Lead Programmer, UX Designer, VFX/ Technical Art

Skills: Affordance and intuitive design, Shader Graph

Tools: Unity, Krita, Blender

- ★ Creating performant VFX through Unity particle system & materials
- ★ Created and Programmed intuitive UX assets to support immersive player understanding
- ★ Programmed & Setup Interactive NPC
- ★ Organised regular playtester to support feedback lead design

AWIC: Building Bridges

2023

Skills: Game Design, Programming, Dynamic UI & Programming Design Patterns

Tools: Unity, VFX Graph

- ★ Made interactive UI for a turn based battle educational game for Awesome Women in Construction.
- ★ Modelled and implemented interactive assets
- ★ Selected by AWIC to support and educate women in construction