

Scott Easley

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A. Professional Preparation

(2013 – 2016) Masters in TV and Movie Screenwriting, USC School of Cinematic Arts
(1987 – 1993) B.A. in English, UC Santa Barbara
(1988 – 1989) Studio Painting Program, College of Creative Studies, Santa Barbara

Languages – Spanish (3 years)

B. Appointments

University of Southern California – Los Angeles

Associate Director of Gamepipe Labs, USC Viterbi Dept. of Computer Science	July 2008 – present
Instructor, Gamepipe Labs, USC Viterbi Dept. of Computer Science	August 2007 – July 2008
Instructor, Video Game Program, Gnomon School of Visual Arts	June 2006 – September 2006
Instructor, Information Technology program, USC Dept. of Computer Science	August 2005 – June 2007

Industry Work

Animation Production Manager, THQ – Heavy Iron Studios	October 2005 – July 2008
Principal Animator, Electronic Arts Los Angeles	September 2002 – October 2005
Senior Animator, Lead Animation Manager, Oddworld Inhabitants	February 1995 – September 2002

Awards:

Annie – For best animation in a video game (Pixar’s “Ratatouille”)
Emmy – For animating and producing CGI animated commercial spot for The Gable Group Agency
Emmy – For writing of a PSA for local San Diego television (KNSD).
Telly – For producing a CGI animated commercial for television

Associations:

ATAS – Member of the Academy of Television Arts and Sciences.

International Conferences (Lecturer):

‘Game On’ Conference Paris, France: (2010) Gave keynote speech at the conference in Paris regarding the future of storytelling and video games – bringing characters alive and writing stories for the games to be based on.

International Software Engineering Congress, Guadalajara: (2009) Gave two workshops on computer game design, production and pipeline character animation. Spoke at both CIISA conference and then gave class at University of Guadalajara.

Imagina CG Conference, Monaco: (2006) Panel on emergent game design and conducted panel on future of video games. Spoke alongside Ken Perlin, Alex Alvarez, and Jason Rubin.

CG Conference, London: (2004) Gave workshop on how to approach character animation using a real-world scenario and adapting it your characters to it. Showed process of EA’s development cycle for MOH.

3D Festival, Copenhagen: (2004) Gave main class on animation pipeline for Medal of Honor: Rising Sun. Including conception, development, turnaround and completion within the 8 month cycle.

Imagina CG Conference, Monaco: (2003) Gave a talk on integration of character animation and ragdoll effects. Displayed examples from Unreal Tournament, Halo and Undying.

3D Festival, Copenhagen: (2002) Gave two classes on the process of animation production at Oddworld. Showed slides and gave physical demonstrations of animation in reality and in CGI.

Companies:

Creator and CFO of **Easley-Dunn Productions, Inc.** A production facility specializing in online and mobile device video games.

Significant Software

Worked on fractal storytelling design for location-based mobile game for Niantic Labs 'Transportopia' May 2015 – August 2015
Directed development of Electronic Arts' Medal of Honor game – multiple award winning game, September 2002 – October 2005.

Directed Pipeline and Asset development of the Sandia-funded Ground Truth Game, August 2007 – April 2007.

C. Relevant Publications List

1. "Pipelines for Video Game Production" 2007, Gnomon School of Visual Arts, ISBN 1-59762-900-6. Member of the Siggraph committee. Wrote and produced entire DVD on game methodology for character animation and toolsets.
2. "Game Design – Secrets of the Sages" ISBN 1-57595-257-2. Interviewed and wrote for Chapter 11. 'Character Animation within the Context of Game Worlds'
3. Gameface Magazine interview "Beginning a Game – Creating a world," December 2006

D. Synergistic Activities

- Wrote the syllabus and taught several of the classes for fledgling Gamepipe curriculum. Supervised the graduate special projects classes and undergraduate programs in Video Game in the Information Technology Program of the USC Viterbi School of Engineering.
- Developed and Supervised 3D Animation and Rigging class development at Gnomon School of Visual Arts.
- Organized and implemented pipeline process for GamePipe Pipelines class, including motion capture, multiple asset management and model storage.

Consulting and Other Positions

- Producer for Google Project of location-based game 'Transportopia' in tandem with Google Earth's creator John Hanke (Summer 2014)
 - <https://www.youtube.com/watch?v=t9uW7oUyTGw>
- Instructor for unannounced Disney Imagineering Project in tandem with James Cameron Productions (Summer 2013)
- Published iOS 3d racing game (Robot Race) using the software Unity 3d that loads/unloads various parts of a virtual city as you race. (Reviewed favorably by both Wired and Indie Games Magazine, 2012)
 - http://easleydunnproductions.com/robotrace_website/
- Published iOS Augmented Reality (ARFetch) and image tracking game using a virtual 3d animated character onto a real-world printed picture. The avatar responds to simple controls while tracking (2012).
 - <http://easleydunnproductions.com/ARFetch.html>
- Flown up to Seattle to consult Cranky pants game on 'Destroy All Humans' title, managed and implemented pipeline system for their cinematics. Delivered 22 minutes of animation with staff of four people on time and under budget for THQ.
- Siggraph class panel (2006) Part of the Siggraph panel that chose what classes were to be offered that year at Siggraph with Pam Hogarth.
- Expert Witness in court case of Rock Band vs. Guitar Hero. (Viacom vs. Activision) JAMS Ref. No 1220038389.