



Scott Malo

Game Producer | Creative Production Leader

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PROFESSIONAL SUMMARY

Game producer and creative production leader with 18+ years of experience shipping interactive entertainment, games, and real-time 3D experiences across PC, console, mobile, VR, and AR. Proven track record leading cross-functional teams of designers, artists, and engineers. I have experience in managing schedules, sprints, and external partners. I have been delivering high-quality projects under pressure. Strong background in game engines (Unity, Unreal) and player-focused experiences, including educational and kid-friendly interactive content.

CORE SKILLS

- Game & Interactive Production
 - Cross-Functional Team Leadership
 - Agile / Sprint Management
 - Milestone Planning & Delivery
 - Unity & Unreal Engine Pipelines
 - External Vendor & Contractor Management
 - Schedule, Risk & Scope Management
 - Remote & Distributed Teams
 - Player-Focused / Kid-Friendly Experiences
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PROFESSIONAL EXPERIENCE

University of Central Florida – Institute of Simulation & Training

Producer / Development Lead | Orlando, FL

March 2019 – Present

- Produce multiple real-time interactive applications concurrently across **PC, mobile, VR, AR, and web** platforms
- Lead small, cross-disciplinary teams of **engineers and artists** using **Unity and Unreal Engine**
- Manage schedules, scope, and deliverables for **grant-funded projects** with multiple stakeholders

- Created a few experiences specifically oriented towards kids and young adults for workforce development including one game called Microchip Mayhem - <https://sgschallenge.org/game/microchip-mayhem/>
 - Drive production workflows, sprint planning, and milestone tracking for research-based interactive experiences
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Human Head Studios

Producer | Madison, WI

July 2017 – February 2019

- Producer on a **PC game released in 2019** (Steam / Epic Games Store) – Rune II
 - Led production for a team of **~25 designers, artists, and engineers**
 - Owned sprint planning, task tracking, daily stand-ups, and milestone delivery
 - Managed **Unreal Engine 4** production pipeline and all external contractors
 - Maintained design documentation and production schedules through full development cycle
 - Rune II - <https://youtu.be/B0dOj6HQyG0?si=SVIzWzKSjHpu3GvE>
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Cogent Education, LLC

CG Artist / Project Lead | Athens, GA

August 2015 – June 2017

- Project lead on **interactive educational applications** for biology and chemistry
 - Developed real-time experiences in **Unity** focused on **learning, engagement, and accessibility**
 - Mentored artists, organized production workflows, and supported cross-disciplinary collaboration
 - Contributed to a startup redefining junior and high school classroom learning through interactive, game-like experiences
 - Delivered experiences to Google Chromebooks and web
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Zoom Digital Animation

Owner / Studio Manager / Artist | Lafayette, LA

August 2012 – July 2015

- Founded and operated a boutique animation studio with up to **4 employees**
 - Produced and delivered client animation projects from concept through final delivery
 - Managed schedules, budgets, staffing, and client communication
 - Ran the entire production studio including infrastructure, business relations and business operations
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Louisiana Immersive Technologies Enterprise (LITE)

Development Director | Lafayette, LA

July 2008 – July 2012

- Led content production teams of **5–12 artists**
- Produced immersive virtual environments, training simulations, and interactive visualizations
- Delivered projects using **Unreal and Unity**, including large-scale CAVE systems

- Supported statewide technology and economic development initiatives
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Electronic Arts – Tiburon

Development Manager | Orlando, FL

June 2005 – June 2008

- Development manager on **AAA console titles** for Xbox 360, PS3, Wii, Xbox, and PS2
 - Managed **10–25 artists** across environments, characters, animation, cinematics, and levels
 - Shipped titles including:
 - *Superman Returns* (2006)
 - *Tiger Woods PGA Tour 2008* (2007)
 - *Tiger Woods PGA Tour 2009* (2008)
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University of Central Florida – Institute for Simulation & Training

Digital Production Supervisor | Orlando, FL

September 2001 – June 2005

- Supervised mixed and augmented reality production teams
 - Produced training and simulation experiences using game and proprietary engines
 - Defined production pipelines, schedules, and documentation standards
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EDUCATION

University of Central Florida

Bachelor of Arts, Digital Media — *Honors*

GPA: 3.7 (Major GPA: 4.0)

Okaloosa-Walton Community College

Associate of Arts, Studio Art — *Honors*

GPA: 3.6 (Major GPA: 4.0)

TOOLS & TECHNOLOGY

- Unity Game Engine
- Unreal Engine
- Autodesk Maya, Blender
- Adobe Creative Suite
- Reallusion iClone and Character Creator
- Microsoft Productivity Tools
- Many different online collaboration & task-tracking/project management platforms
- AI technologies and tools