

# F. SCOTT EATON

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## OBJECTIVE

My passion is working with talented developers to making amazing games in a way that preserves quality of life, and creates an atmosphere where we are happy to come to work.

## SKILLS PROFILE

- Managing internal teams
- Professional development, team mentoring
- Art, animation, and feature production
- Shipped games in Unreal3, Unreal 4, and Unity
- Content creation experience – characters, environments, UI, animation
- Outsourcing management
- Shipped 5 AAA Titles

## EMPLOYMENT HISTORY

**Armature Studio** 2015 — present

### ***Art Manager/Senior Producer***

- Resident Evil 4 for Oculus Quest - Managed two external art production teams, individual contributor for character art and environment art.
- ARK Survival Evolved (XBOX1, PS4) - Co-development with Wildcard Studios – managed Armature team that supported live game, ported DLC content for PS4 and XB1 Genesis Expansion
- Where The Heart Leads ( PS4,PC) - producer, character modeling and UI art
- Unreleased Project - (proprietary engine)Co-development with Riot Games – Managed Armature team of artists and engineers to create UI and ports
- ReCore (XBOX1, Windows) - Managed art and animation departments, both internal and co developers

**Sony Computer Entertainment America** 2014 — 2015

### ***Senior Producer and Management for Art and Animation:***

- God of War, art manager, art production
- Interfaced with HR and international employees to navigate acquiring H1b and O1 work visas
- Developed internal and outsourcing pipelines with outsource manager
- Worked with producers, art and animation leads to create schedules
- Facilitated level creation pipelines with art, design, animation, sound, and engineering leads and managers
- Conducted one on ones and yearly reviews for staff of 40 artists, animators, leads and directors
- Organized and managed art and animation career development and training
- Collaborated with lead producer to measure scope of product
- Partnered with art director and animation director to strategize and forecast for art and animation team staffing and production needs

**Easy Like Productions** 2013 — 2014

### ***Founding Partner***

- Produced teaser trailer for Kick Starter campaign for “Dancers of War”
- Game design
- Selected and staffed volunteer art and animation staff for project
- Art directed teaser trailer, characters, and environments
- Created budget and pitch documentation

- Participated in interviews and advertisements for promotional material

**Spark Unlimited** 2002 — 2013

***Various Roles***

- LOST PLANET 3 - Character Department Lead
- Highlander (unreleased) – Art Manager
- Legendary –weapons and character art
- Turning Point: Fall of Liberty – Character Department Lead
- Call of Duty Finest Hour – FP characters and weapons

**DreamWorks Interactive/Electronic Arts** 1999 — 2002

***Modeler***

- Medal of Honor Frontline – FP characters and weapons

**Nichimen Graphics** 1993 — 1999

***QA and Training***

- Quality assurance for modeling and animation software, Mirai, Nendo
- Produced demonstration materials
- Provided on-site training and support

**Activities**

- Reading about productivity techniques, Indie game development, gaming with my kids, drawing and painting, art and animation instructor, coaching, surfing, skateboarding, soccer, basketball, Dad Jokes