

Scott Cambell

Recent Graduate | 157 Findhorn Street, Dundee, DD4 9PW | 07762812073 | scottcambell95@gmail.com | <https://scottcambell95.wixsite.com/scottcambellaudio>

Summary

Experienced Unreal Engine game designer of 3 years with a focus on audio and narrative driven experiences. Strong knowledge on blueprint scripting, Metasound, Wwise and Niagara. Shipped one title on Steam. Eager to begin a career in education and in the game industry. Currently studying Professional Masters in Games Development (Mprof).

Primary Skills

Unreal 5 | Wwise | Metasound | Blueprint Scripting | Niagara | Gameplay design | Reaper | Jira | Trello

Work Experience

GAME JAM AND AUDIO WORKSHOP ASSISTANT | ABERTAY UNIVERSITY | JULY 2025

- Helped coordinate an audio workshop and game jam for students visiting from CUC in China, through summer school. Assisted in the delivery of a hands-on audio workshop focused on sound design. I supported students in learning the fundamentals of foley recording and guided them through the process of capturing, editing and implementing custom audio assets into Unreal Engine. The students then took part in a three-day game jam where I provided support with time management, task prioritization and team coordination to ensure steady progress under a tight deadline. I helped facilitate communication and a collaborative environment that encouraged creative problem solving and rapid iteration.

STUDENT AMBASSADOR & QA TESTER | ABERTAY UNIVERSITY | APRIL 2022 – PRESENT

- As a student ambassador I have talked to prospective students and their families regarding studying game design and production at Abertay. I have volunteered for the GAME-ER Project as an assistant to industry developers, multiple open days and multiple offer holder days.
- I have participated in volunteer playtesting and/or QA on various projects. Through Abertay University's Abertesters programme and open beta tests for both Indie and AAA, I provided detailed and voluntary feedback that focused on bug finding, balancing, economy testing and overall stability. Projects I have tested include *Skye Tales*, *EVERYWHERE*, *Deadlocked*, *Galactic Postal Servitude* and *Heldritch Rush*.

FARM WORKER/ASSISTANT | PD HOOK | MARCH 2021- PRESENT

- My work primarily revolves around broiler farming, which entails looking after up to 250,000 chickens per six-week rotation. This job requires heavy lifting, machinery and maintenance skills and preplanning. I have been working part time while at university.

Prior work experience from *March 2013 – March 2021* available upon request.

Education

BA (HONS) GAME DESIGN AND PRODUCTION

September 2021 – June 2025

First Class Honours (1st) - Abertay University, Dundee

Key Achievements

OUTSTANDING TIGA GRADUATE OF THE YEAR: AUDIO | 2025

Nominated in June 2025 for my work as a student and subsequent 4th year research project. In October I was announced as the winner.

ABERTAY GAME LAB AWARD FOR SOUND DESIGN | 2025

This award was won at the Abertay Digital Graduate Show for my honours project game *The Honours Project*. I was also shortlisted for the Blazing Griffin award for narrative and storytelling.

RELEASED SOLO GAME ON STEAM | 2025

Released my first game *The Honours Project* for free on Steam which so far has a 95% rating with 44 reviews.

GLASGOW INDEPENDENT GAMES FESTIVAL | 2025

Showcased *The Honours Project* which was one of 23 selected from over 400 UK-wide applicants.

MAKE/PLAY SYMPOSIUM | 2025

Participated in a research focused event that discussed game development as a research method. Created and displayed an abstract related to *The Honours Project* and the research methods that I had employed in my dissertation.

DARE ACADEMY FINALIST AND INDIE DEVELOPER | 2024-PRESENT

My game *Heldritch Rush* was showcased at EGX/Comic Con in London and won the Chrome Productions award for best game. Since then, I have showcased it at the Edinburgh National Museum during the Game On event and the Dundee Contemporary arts for the Drop in and play event, three times.