

CV

Scott Van Swearingen

Education

M.F.A. Art and Technology, The Ohio State University (JUN 2003)

B.F.A. Art and Technology, The Ohio State University (DEC 1998)

Professional Experience

Assistant Professor - The University of Texas at Dallas (2013-present)

Game Designer - Maxis (2010-2012)

Level Designer - Electronic Arts Inc. (2006-2010)

Assistant Professor - The University of Texas at Dallas (2005-2006)

Level Designer - Gearbox Software (2005)

Level Designer - TKO Software (2003-2004)

Publications

"The Sims 4", Maxis, Electronic Arts Inc., pending release date.

"Dead Space 2", Visceral Games, Electronic Arts Inc., January 2011.

"Dante's Inferno", Visceral Game, Electronic Arts Inc., February 2010.

"The Godfather II", EA Redwood Shores, Electronic Arts Inc., April 2009.

"Dead Space", EA Redwood Shores, Electronic Arts Inc., October 2008.

"The Simpsons Game", EA Redwood Shores, Electronic Arts., November 2007.

"Brothers in Arms: Earned in Blood", Gearbox Software, Ubisoft, October 2005.

"Medal of Honor: Pacific Assault", TKO Software, Electronic Arts Inc., November 2004.

"Medal of Honor: Allied Assault - Breakthrough", TKO Software, Electronic Arts Inc., September 2003.

"lv110_87", Advanced Computing Center for the Arts and Design, The Ohio State University, 2003.

"lv18_69", Advanced Computing Center for the Arts and Design, The Ohio State University, 2002.

"lv17_61", Advanced Computing Center for the Arts and Design, The Ohio State University, 2002.

"lv13_39", Advanced Computing Center for the Arts and Design, The Ohio State University, 2002.

"lv12_25", Advanced Computing Center for the Arts and Design, The Ohio State University, 2001.

"lv10_42", Advanced Computing Center for the Arts and Design, The Ohio State University, 2001.

Awards/Showings

"Dead Space 2", Demo, Visceral Games, Electronic Arts Inc., December 2010.

"Dante's Inferno", Demo, Visceral Game, Electronic Arts Inc., December 2009.

"Dead Space", Game Developers Choice Awards, Prize for the best Audio, Visceral Games, Electronic Arts Inc., March 2009.

"Dead Space", Academy of Interactive Arts and Sciences, Won - Outstanding Achievement in Sound Design, Action Game of the Year, Visceral Games, Electronic Arts Inc., February 2009.

"Dead Space", Academy of Interactive Arts and Sciences, Nominated - Outstanding Achievement in Art Direction, Outstanding Achievement in Original Music Composition, Visceral Games, Electronic Arts Inc., February 2009.

"The Simpsons Game", Demo, EA Redwood Shores, Electronic Arts., October 2007.

"Medal of Honor: Pacific Assault", Multiplayer Demo 2, TKO Software, Electronic Arts Inc., December 2004.

"Medal of Honor: Pacific Assault", Multiplayer Demo 1, TKO Software, Electronic Arts Inc., October 2004.

"Medal of Honor: Pacific Assault", Cyberathlete Professional League, TKO Software, Electronic Arts Inc., June 2004.

"Gladden", 29th Annual Student Academy Awards, Certificate of Regional Achievement, May 2002.

"Gladden", 2002 Ohio Short Film/Video Showcase, April 2002.

"Gladden", Kalimazoo Animation Festival International, March 2002.

Affiliations and Committees

Academy of Interactive Arts and Sciences

Game Developers Choice Awards