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# SCOTT MORGAN BIGGS

512-217-1454

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6313 Walnut Hills Drive

Austin, Texas 78723

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## EMPLOYMENT

### **Android Contract Programmer, *Self-employed* - Austin, Texas, 2012-present**

Designing and implementing applications for the Android family of mobile devices. Currently creating a workout app for the Hyde Park Gym in Austin and a suite of simple and free utilities.

### **Director/Producer, *Sleep Furiously Studios* - Austin, 2002-2011**

Helmed an award-winning production company. Produced dozens of shorts, industrials, music videos and experimentals. Deep experience in all production positions. Complete film résumé available on request.

### **Senior Lead Programmer, *VR-1* - Boulder, Colorado, 2001**

Led team of five programmers creating the primary design tool for MMORPG *Lost Continents*.

### **Lead Field Engineer/Customer Support Director, *Criterion Software Ltd.* - Austin, 2000**

Directed technical aspects of all sales and customer support for North American Region. Diamond support included flying to companies to rescue them from critical problems using RenderWare, Criterion's 3D software engine.

### **Lead Programmer, *KO Interactive* - Pittsburgh, Pennsylvania, 1999-2000**

Lead programmer and designer for USCF chess game for kids, *Chessmates*.

### **Senior Software Engineer, *The Logic Factory* - Austin, 1998-1999**

Responsible for designing, planning, and implementing the A+ quality 3D real-time internet role-playing game *Seeker*.

### **Software Engineer, *Cycorp Inc.* - Austin, 1997-1998**

User-Interface Specialist for an artificial intelligence company. Developed Java display tools and maintained Lisp-generated Java Script and HTML output for "Cyc," the world-famous general knowledge machine.

### **President, *Tom Bombadil's Software Emporium & House of Curiosities* - Austin, 1994-1997**

Founded, organized, and directed a company (nine employees) producing the award-winning game, *Get Lost!* Designed and implemented 3D graphics library using undocumented ModeX display system.

### **Software Engineer, *Origin Systems* - Austin, 1992-1994**

Worked as **Lead Programmer** (*Wing Commander III 3DO, Strike Commander CD, and Strike Commander Tactical Ops 1 and 2*), team programmer (*Strike Commander*), and library programmer. Focused on system compatibility, Artificial Intelligence, security, and sound system programming in C/C++ for DOS and Macintosh computers as well as console based game machines. Creator of NIM, intelligent music system for games.

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## EDUCATION

**Bachelor of Arts** in *Computer Science*, University of Texas at Austin  
Minors in *Mathematics, English, Psychology, Music, and Linguistics*.

*Philosophy*, University of North Texas, Denton

*Music Composition*, New England Conservatory of Music, Boston

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## SKILLS

### Awards

**Grand Prize**, “36”, Grander Film Festival

**Best Comedy**, “Girl Talk”, East Texas Film Festival

**Game of the Year Nominee**, *Get Lost!*, Association of Shareware Professionals 1997

### Programming Languages:

C/C++, Java, Eclipse, MSVC, HTML, XML, Lisp, Python, Ruby, Assembly (Intel 6502 family, 680x0, Sparc, MIPS, PS-2), .NET, ASP, PHP, Modula-2, Pascal, EBNF, Ada, Basic, microcode.

### Business Tools:

Microsoft Office (Word, Excel, PowerPoint, etc.), Gimp, Inkscape, Photoshop, Illustrator, Dreamweaver, Coda, Sublime, Komodo, Smultron, FCP, Premiere, Vegas, AfterEffects.

### Public Domain/Free Programs

- *biggs's trippy tic-tac-toe*. Android 3D game using OpenGL ES
- *biggs's Movie Calculator*. Android SMPTE calculator.
- *biggs's stopwatach*. Android app
- *Attacks* strategy computer game. Uses chess-like AI. (*Modula-2*, Amiga)
- *Makeme/Breakme*. Key-based text encryption/decryption--medium security. Legal to export outside US. (C++, portable)
- *T-Mycin* Expert System (*Lisp* on HP Unix/*Lisp* workstations)
- MIPS Simulator. Executes MIPS 2000 object code in extreme detail, including cache and pipeline faults (C, portable)
- *Core Wars*. Computer virii compete for survival. (C, Amiga)

### Miscellaneous

- Passionate public speaker and teacher.
- Assistant for Austin Film School (lecturer on Grip/Electric)
- Classically trained musician (piano, bassoon, voice, etc.).
- Dancer (modern, Argentine tango, lindy hop, etc).