

Scott Bounds

Senior Unreal Engine Programmer | Gameplay | Systems | Backend

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Shipped titles: Warped Universe, Ashes of Oahu, Dragons and Titans, Virballs, DragonWingsVR, Fortune Online — plus interactive installations for Disney, Formula One, Lionsgate, and the NFL

PROFILE

Generalist game programmer with 25 years of professional experience across game development, backend systems, and web development. The last decade has been primarily Unreal Engine, working across the full stack - gameplay systems, AI, UI, backend integration, platform services, and DevOps.

Comfortable owning large systems end to end, making architectural decisions, and wearing whatever hats are needed to ship something. I bring a high attention to detail and a drive to iterate until something not only works correctly but feels right to play. My sweet spot is Unreal gameplay and systems programming, but I bring a broader toolkit than most - backend API design, platform integration (Steam, Epic Games Store), CI/CD pipelines, and a web development background that makes me equally comfortable on the full stack.

SKILLS

Engine: Unreal Engine 4 & 5, Unity3D

Languages: C++, C#, Blueprints, SQL, JavaScript

Gameplay: Gameplay Systems, UI/UMG, Player Controllers & Input, Encounter & Open World Systems, Level Streaming & Transitions, Interaction Systems, Niagara VFX (basic), AI (Behavior Trees, Perception), VR

Backend & Platform: REST API Design, .NET, SQL Server, Steam SDK, Epic Games Store, Pixel Streaming

DevOps: CI/CD Pipeline Design & Maintenance, TeamCity, Jenkins, AWS, Deployment Automation

AI Tools: Claude Code, GitHub Copilot

EXPERIENCE

Warped Games

Jan 2024 - Jun 2026

Sr. Game Engineer

Primary engineer on Warped Universe (Unreal Engine 5, 2026), a free-to-play sci-fi PvE looter shooter shipped on Steam and the Epic Games Store to Mostly Positive reviews. Served as the primary architect across engine, backend, and platform systems on a team of 12, supporting four distinct modes - real-time and turn-based variants across both ground and space combat.

- Designed and built core gameplay loop systems from the ground up across four distinct modes
- Built all Unreal-to-backend integration utilizing Beamable microservices, including the system managing the macro game state
- Built a seamless transition system supporting gameplay, loading screens, and cinematics across both level streaming and full level loads, with contextual loading screens
- Built the core UI and menu system on top of UMG and Common UI
- Handled all platform integration for Steam and Epic Games Store
- Designed and maintained the complete CI/CD pipeline

Bolder Games

Feb 2017 - Apr 2025

Contract Programmer

Work-for-hire contract programmer across Unreal Engine and Unity projects for major entertainment brands including Disney, Formula One, Lionsgate, and the NFL.

F1 X: Formula One Experience (Unreal Engine 5, 2025)

Interactive installation for Formula One. Built sensor communication integration with external hardware and programmed the virtual experience component.

D3-O9 Virtual Assistant Droid - Disney's Galactic Starcruiser (Unreal Engine 4, 2022)

Built the Unreal-to-backend communication layer and pixel streaming setup for D3-O9, an interactable virtual assistant droid accessible from every hotel room of Disney's Galactic Starcruiser experience. Implemented dynamic animation systems driven by returned voice lines. Also contributed to Unreal-based R&D projects with Walt Disney Imagineering.

Additional Projects

Virballs (Unreal Engine 5, 2025) - elemental damage system. Nexus (Unreal Engine 5) - ported a Unity-based dynamic lip sync and gesture animation system to Unreal. Xbox Elite Controller Series 2 demo (Unreal Engine 4, 2019). Lionsgate Entertainment World (Unity3D, 2018) - monitoring and administration system for all Unity-based experiences across the installation. NFL Experience Times Square (Unity3D, 2018) - touchscreen interface and backend database for all 32 NFL teams. Sony Pictures Entertainment's Life interactive experience (Unity3D, 2017).

Wyrmbyte

Dec 2012 - Sep 2019

Sr. Programmer

Senior programmer across multiple shipped titles including Ashes of Oahu and Dragons and Titans.

Ashes of Oahu - PC (Unreal Engine 4, 2019)

Open world RPG set in post-apocalyptic Hawaii.

- Built AI systems using Behavior Trees and Perception, open world encounter and spawning systems, and the map, compass, and guidance system
- Extensive UMG UI work including full gamepad support, implemented before Epic's native UMG gamepad support was available
- Built level optimization tooling that baked world composition level geometry into instanced objects, significantly reducing draw calls
- Designed and maintained the CI/CD pipeline

DragonWingsVR - PC (Unreal Engine 4, 2016)

Focused on VR comfort and locomotion - iterating extensively on dragon flight mechanics to minimize motion sickness while preserving a sense of speed and presence.

Dragons and Titans - PC/Web (Unity3D, 2014)

Web-based and later Steam-released MOBA. Built the entire backend from scratch using .NET and SQL Server including a full REST API, the Unity-side backend adapter, and extensive UI programming.

Star Citizen - PC

Contributed via a contract between Wyrmbyte and Cloud Imperium Games. Built a cloud-based multiplayer load testing system.

END Games

Mar 2011 - Nov 2012

Sr. Programmer

Senior programmer on multiple shipped mobile and web titles including Vorp!, Bounce the Bunny, and Going Nuts.

NetDevil

Sep 2006 - Mar 2011

Web Developer -> Sr. Programmer

Joined as the studio's sole web developer before transitioning to the Fortune Online team as a tools programmer.

- Built an asset pipeline tool that imported character meshes and animations into a database, rendered every equipment permutation at 8 isometric angles across a render farm, and packaged assets for immediate in-game use - including an animation authoring tool for composing final animations from rendered frames
- Built all studio web infrastructure and internal tooling including an HR/PTO system and a subscription management portal with payment processing for Jumpgate