

JASON SCOTT

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[www.jsportfolio.work](#) Greater Seattle Area

CORE CAPABILITIES AND DOMAIN EXPERTISE

Systems and Product Delivery

System Architecture & Interaction Design ·

Cross Functional Planning & Execution ·

Risk Identification & Constraint Resolution ·

Prototype Development & Validation

AR/VR and Real-time Platforms

Spatial UI & Real-time Feedback ·

Multiplayer & Shared State Systems ·

Embodied Interaction (Gesture/Voice/Input) ·

AR/VR Prototype Development

Leadership and Coordination

Team Planning · Cross Functional Alignment ·

External Partner & Studio Leadership ·

Executive Communication · Decision Support ·

Roadmap Definition

Technical Methods

Event-Driven System Design ·

Telemetry Informed Iteration ·

AI Assisted Development Workflows ·

Rapid Prototyping Under Constraints

Platforms and Tools

Quest/HoloLens/Kinect ·

Horizon Worlds/Rec Room ·

Figma/Unity/Maya/Adobe Suite

AWARDS

75+ Best of E3 awards for HoloLens and Xbox design leadership

30+ patents granted for spatial UX and interaction systems on HoloLens

Featured on The Today Show for Meta Horizon Worlds experience design (Paddle Golf)

SUMMARY

Principal Product Designer with 15+ years leading prototype development, system delivery, and cross-functional execution across spatial, multiplayer, and platform products. Combines design leadership with hands-on system ownership across interaction architecture, real-time behavior, and cross-functional execution. Delivers under-defined work through close partnership with engineering, research, and product teams. Uses AI-augmented workflows to accelerate design, prototyping, and implementation.

EXPERIENCE

Founder & Principal Designer 03/2024 - Present

Cutting Edge Content Labs

Greater Seattle Area

Founded an independent studio focused on spatial and multiplayer systems. Currently leading development of Paddle Golf League, a multiplayer VR sports game built in Meta Horizon Worlds.

- Led system planning and design for multiplayer gameplay, progression, economy, UI, and persistence.
- Developed a modular event-driven framework supporting multiplayer gameplay, physics, scoring, and edge-case handling.
- Built progression, economy, and cosmetic systems structured for live updates.
- Delivered reactive UI systems across HUDs, results, shops, kiosks, and stat stations.
- Launched public alpha with live leaderboards, reaching 2,000 visits in the first two weeks with strong early community adoption.

Lead Designer

04/2022 - 02/2024

Rec Room

Seattle, WA

Led strategy and delivery for Rec Room's creator tooling across VR and PC, rebuilding a struggling team and establishing a scalable foundation for UGC growth.

- Rebuilt and led the creation tools team, increasing delivery velocity by 50 percent, reducing bug bounce by 60 percent, and cutting build breakages by 95 percent in six months.
- Defined product strategy for creator tooling across VR and PC, aligning roadmap priorities around speed, usability, and adoption.
- Drove delivery of Advanced Creation Mode with eight engineers, shipping in four months and reaching full adoption by first-party creators in two weeks.
- Partnered with data science and research to define Rec Room's first creator segmentation model, adopted company-wide to guide roadmap and investment decisions.
- Established in-app surveys and live dashboards to capture creator feedback and guide tooling updates.

Game Design Lead

01/2021 - 04/2022

Meta

Menlo Park, CA

Led multiplayer systems and gameplay development for Meta Horizon Worlds, Meta's social VR platform for user-generated worlds.

- Defined shared-state gameplay systems that established patterns for persistence, instancing, and replayable UGC experiences.
- Directed a 20-person external studio, managing scope, milestones, and delivery for featured multiplayer worlds.
- Led first-party experiences including Paddle Golf, featured nationally and adopted as onboarding content for new creators.
- Partnered with platform engineering and leadership to surface gameplay and API constraints that informed creator tooling and roadmap decisions.

Product Designer

07/2018 - 01/2021

Meta

Menlo Park, CA

Led UX for core Horizon Worlds systems including navigation, parties, voice, and trust and safety on early Quest hardware.

- Shipped foundational systems for navigation, parties, voice, and safety that became baseline patterns across creator and player experiences.
- Led redesign of party navigation, increasing successful party travel from 25 percent to 99 percent in four weeks.
- Defined KPIs with product and data teams to guide roadmap decisions and validate system performance post-launch.
- Delivered spatial and screen-based systems under strict performance and memory constraints on early-generation Quest devices.

EDUCATION

Master's Degree, Interactive
Storytelling and Game Design

Indiana University Bloomington

01/2003 - 05/2007

Bachelor's Degree, Computer
Science, Business, and Fine Arts

Indiana University Bloomington

09/1998 - 12/2003

EXPERIENCE

Senior Design Manager

07/2017 - 04/2018

[Microsoft](#)

Redmond, WA

Led a 20-person team developing next-generation interaction concepts for Xbox, Kinect, and mixed reality platforms.

- Directed design vision and rapid prototyping pipelines for future Xbox and Kinect interaction concepts.
- Delivered executive-facing prototypes used to guide early platform planning and investment decisions.
- Partnered with Microsoft Research on spatial UX pilots incorporated into cross-organization planning.

Creative Director

04/2016 - 07/2017

[Microsoft](#)

Redmond, WA

Led a 35-person interdisciplinary team delivering mixed reality prototypes for enterprise partners and platform adoption.

- Directed partner-facing MR prototyping efforts that informed platform priorities and continued executive investment.
- Led workshops with partners including Disney, SAAB, and ThyssenKrupp, translating early concepts into platform requirements.
- Delivered flagship HoloLens prototypes adopted operationally and showcased publicly as enterprise use cases.

Lead UX Designer

09/2014 - 04/2016

[Microsoft](#)

Redmond, WA

Led UX for a 30-person team delivering HoloLens showcase experiences that shaped platform direction and market perception.

- Defined and delivered flagship mixed reality demos that secured executive funding and partner adoption.
- Led UX for the Halo HoloLens E3 demo, contributing to 75+ Best of E3 awards and early category leadership.
- Established spatial interaction patterns adopted across first-party HoloLens applications.

UX Designer

12/2010 - 09/2014

[Microsoft](#)

Redmond, WA

Early HoloLens team member validating spatial interaction and system design before hardware availability.

- Defined core UX patterns for gaze, gesture, and voice input adopted across HoloLens experiences.
- Created early prototypes and demos that secured executive funding and helped greenlight the HoloLens program before hardware finalization.

Level Designer

11/2009 - 12/2010

[Microsoft](#)

Redmond, WA

- Designed gameplay systems and levels for Kinect Adventures, the bundled launch title for Xbox Kinect.
- Created Rally Ball from concept through ship.