

# CRAIG STEVENSON

*craig.stevenson1@gmail.com - mysorethumbs.com*

## MANAGERIAL SKILLS:

- Three years experience as Team Lead on simulation and gaming projects supporting a team of 10 programmers and artists.
- Experience teaching on the college level during my graduate studies and in summer programs for high school aged youths.

## COMPUTER GRAPHIC SKILLS:

- Understanding of three-dimensional modeling and animation from work in Autodesk Maya, SideFX Houdini, Autodesk 3DStudio Max, and Natural Motion Endorphin.
- Experience with image creation and manipulation using Adobe Photoshop CS5.5 and Illustrator CS5.5 for design prototyping, graphical user interface, and photo retouching.

## PROGRAMMING SKILLS:

- Created interactive game levels using Kismet in UDK.
- Experience object oriented game programming with ActionScript 3 in Flash.
- Fundamental knowledge of C# that aids working with programmers.

## PROJECTS:

### Trauma: Life Line (Feb 2011 - Present)

#### SiTEL of MedStar Health

- Partnership with Semantic Medical Simulations and Washington Hospital Center to create a 3D online game for Trauma Physicians.
- Integrated Natural Language Processing system (SMS) into game design to allow users to speak to NPCs.
- Integrated text to speech system to have NPCs respond to characters dynamically.
- Partnered with Subject Matter Experts to bring realistic dialogue and meet educational goals.
- Responsible for Content Design, Level Design, UI Design, and interaction system scripting.

### Battle Camel Demo (Jan 2013)

#### Jibberish Games

- Tutorial level created to introduce the player to the IP and game mechanics, based on two week time frame
- Collaborated with colleagues to create an original IP for the Kill Screen Daily OUYA Create Game Jam
- Learned how to develop for Android using Unity3D engine
- Responsible for Story, Game Mechanics, Level Design, and OUYA integration

### EFM Simulator (Dec 2010 – Dec 2011)

#### SiTEL of MedStar Health

- Partnership with Washington Hospital Center OB/GYN department to create a 3d virtual assessment of the process of electronic fetal monitoring and adjacent patient care.
- Focus on fetal strip reading and management of maternal and fetal care.
- Responsible for Content Design, Level Design, UI Design, and interaction system scripting.

### Maxwell's Demon Technical Demo (April 2009)

#### Drexel University

- Interfaced Blade3D game engine with NeuroSky MindKit to create a 3D brain controlled puzzle game.
- Used Blade3D game engine, AutoDesk Maya, AutoDesk Max, Adobe Photoshop, Adobe AfterEffects, Adobe Flash.
- Digiini Design Award: presented at 2009 Game Developer's Conference in San Francisco.
- Contributed as Game/Level Designer, Modeler, Animator, Project Manager, and Research Specialist.

## TECHNOLOGIES:

- Unity3D
- UDK
- Adobe Flash
- AutoDesk Maya
- Adobe Photoshop
- Adobe Illustrator
- C#
- ActionScript3
- Microsoft Office

## PROFESSIONAL EXPERIENCE:

### Game Designer

12/2010-Present

SiTEL of MedStar Health

Washington, DC

Design 3D online educational training and simulation games using the Unity game engine.

- Responsible for strategy, planning, and design of game mechanics and assessments of complex topics in the healthcare field.
- Co-lead a small team of 10 programmers and artists along with a project producer.
- Prototype game features, create design documents, write testing plans and usability labs.
- Develop using Unity, Microsoft Visual Studio 2010 Pro, XML, and Microsoft Office.

### Associate Professor

7/2010

Digital Media Academy

Philadelphia, PA

Teaching video game technology in a two week summer program for high school students.

- Instructed students on level design principles and development using the Unreal 3 Level Editor.
- Demonstrated the processes of designing a character in Autodesk Maya.
- Creating textures, materials, and high resolution normal maps in Zbrush.
- Importing the character for playable use in the Unreal3 engine.

## EDUCATION:

### Drexel University

Antoinette Westphal College of Media Arts and Design

Master's of Science Degree

Digital Media

Graduation: Summer 2009

Siggraph/ACM Student Member

### Honors

Teaching Assistant

Dean's Scholarship, Cumulative GPA of 3.75

Digini, Inc Blade3D Award Winner - Presenter at 2009 Game Developers Conference

### University of Baltimore

Simulation and Digital Entertainment

Bachelor of Technical or Professional Studies Program

Graduation: Fall 2006

IGDA Student Member

## HONORS

Alpha Chi National Honor Society – Top 10% of institution

Dean's Scholarship, Cumulative GPA of 3.9

## REFERENCES:

Brit Steiner - britsteiner@gmail.com – Programmer at Firaxis

Rob Hafey – rob.hafey@gmail.com – Programmer at SiTEL