CRAIG STEVENSON

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A digital chef bringing a range of talents from game design, eLearning and instructional design. My curiosity encourages me to seek out new and exciting challenges that help keep my portfolio fresh.

PROFESSIONAL EXPERIENCE:

Senior Game Designer
9/2018-Present
Age of Learning
Glendale, CA
Design 2D/3D online games for Adventure Academy, the world's first fully educational MMO.
- Responsible for leading the creative vision on educational games for kids in grades 3-8
- Experience mentoring junior designers
- Work along side small teams of 4-6, comprised of engineers, artists, and technical artists
- Design user tests to validate game design and adapt where necessary
- Deployed software to PC, Mac, Android and iOS using the Unity game engine

Game Designer
12/2010-9/2018
MedStar SiTEL
Washington, DC
Design 2D/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 healthcare
- Managed a team of 10 programmers and artists along with a project producer
- Prototype game features, create design documents, write testing plans and usability labs
- Develop training solutions using Unity3D, Unreal4, Microsoft Visual Studio 2010 Pro, XML, and Microsoft Office
- Deployed software to the web (HTML5), mobile (iOS/Android), PC/MAC, and virtual reality platforms (GearVR, Oculus, SteamVR)

Game Designer, Co-Founder
2012 - Present
PixelBot Games, LLC.
Co-founded indie startup to learn the commercial game development and self-publishing process.
- Released our first title, CANARI to Steam game delivery platform on PC/MAC
- Developed my public relations skills by demoing builds at area game events
- Crafted a social media presence aimed at increasing visibility and web presence

Associate Professor
7/2010
Digital Media Academy
Philadelphia, PA
Teaching video game technology in a two week summer program for students aged 11 and up.
- 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, and importing a skeletal mesh character in the game engine

EDUCATION:

Drexel University – 2009
Digital Media
Masters of Science
Graduation: Incomplete (Final Thesis)
Dean's Scholarship, Teaching Assistanceship

University of Baltimore - 2006
Simulation and Digital Entertainment
Bachelors of Science
Graduation: Fall 2006
IGDA Member

HONORS
Smithsonian American Art Museum Indie Arcade 2017 – Selection for "CANARI"
IMSH2017 - Best In Show Runner Up for 'Trauma Yellow'
DevLearn2014 - Best Mobile Application for 'Virtual Zoll Defibrillator'
Digini, Inc Blade3D Award Winner - Presenter at 2009 Game Developers Conference

TITLES:

CodeBlueVR
(2017)
MedStar SiTEL
- Developed a local co-op CPR technical demo for the American College of Emergency Physicians Conference
- Created an innovative solution to allow teamwork and performance under stress conditions in VR
- Leverages two HTC Vives, Leap Motion controllers, and a modified CPR manikin to track user performance data during a Code Blue (cardiac arrest) in a hospital setting
- Demonstrated at ACEP2017 conference to over 300 players

CANARI
(2012-2018)
PixelBot Games
- Top down 3D roguelike for PC/MAC developed in the Unity4 game engine.
- Developed level and combat design, story and QA.
- Responsible for product marketing, brand strategy, and public relations.

Trauma Yellow
(2/2012 - 6/2016)
MedStar SiTEL
- Training application for Trauma Residents to practice on critically wounded patients.
- 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.
- Worked closely with subject matter experts to develop game mechanics that support learning goals and research plans for validation of assessment.
- Responsible for content, user interface, systems design and porting platform to virtual reality using SteamVR and HTC Vive.

Virtual Zoll Defibrillator/Monitor
(9/2013 - 9/2014) MedStar SiTEL
- Developed an equipment trainer to instruct physicians and nurses how to properly defibrillate a patient.
- Focus on patient safety by lowering institutional time to defibrillation by eliminating procedural errors.
- Responsible for system and UI design, subject matter research, and environment modeling and lighting.
- Deployed on iOS and the web (HTML5).

TECHNOLOGIES:

- Unity Game Engine
- Unreal4 Engine
- Adobe Creative Cloud
- AutoDesk Maya
- Articulate Storyline 2
- Oculus SDK
- C#
- Flash, Actionscript
- SteamVR