

# CRAIG STEVENSON

craig@mysorethumbs.com | 410-790-3183 | linkedin.com/in/cmstevenson | mysorethumbs.com | Williamstown, NJ

## SUMMARY

---

Senior Game Designer with 16 years designing 2D/3D games across mobile, PC, and VR — from award-winning preschool IP titles to healthcare simulations. Strengths in mechanics, level and systems design, and rapid prototyping that lift engagement and retention, plus experience leading and mentoring design teams. A digital chef who finds the order in the chaos.

## SKILLS

---

Game Design • Level Design • Systems Design • Content Design • Rapid Prototyping • Game Design Documentation • User Testing & Playtesting • Live Operations • Educational / Learning Design • Team Leadership • Unity • C# • Visual Scripting • Autodesk Maya • Adobe Creative Cloud • Articulate Storyline • VR/AR (SteamVR, Oculus)

## PROFESSIONAL EXPERIENCE

---

### Senior Game Designer / Producer — Originator, Inc. | 2022–Present

- Led design on *PAW Patrol Academy*, an internationally recognized IP mobile game for kids 2–5 — Google's Best App of 2023 with 16M+ downloads
- Designed *PAW Patrol: The Game* (2026), the franchise's official playset app, from paper to release
- Designed educational activities and open-ended play systems pairing preschool fundamentals with the PAW Patrol world
- Directed kid-testing: designed playtests, analyzed feedback, and translated findings into design changes
- Led design teams of 12–30 across engineering, art, and QA; shipped on Android and iOS in Unity

### Principal Game Designer — Age of Learning — Glendale, CA | 2018–2022

- Led the creative vision for educational games (grades 3–8) in *Adventure Academy*, the world's first fully educational MMO
- Designed and pitched concepts and mechanics that increased retention — *Intellipet Adventures* drove a 9% D1 retention lift in A/B testing
- Mentored junior designers and worked in cross-functional teams of 4–6
- Deployed to PC, Mac, Android, and iOS in Unity

### Lead Game Designer — MedStar SiTEL — Washington, DC | 2010–2018

- Owned strategy, planning, and design of game mechanics and assessments for complex healthcare topics
- Managed a team of 10 engineers and artists plus a producer
- Prototyped features and authored design docs, test plans, and usability labs
- Shipped to web (HTML5), mobile (iOS/Android), PC/Mac, and VR (GearVR, Oculus, SteamVR) using Unity

### Game Designer & Co-Founder — PixelBot Games, LLC | 2012–2018

- Co-founded an indie studio and shipped *CANARI* on Steam (PC/Mac)
- Led level and combat design, narrative, and QA; owned marketing, brand, and PR

## SELECTED TITLES

---

PAW Patrol: The Game (Originator, 2026) • PAW Patrol Academy (Originator, 2023) • Intellipet Adventures (Age of Learning, 2022) • CodeBlueVR (MedStar, 2017) • CANARI (PixelBot, 2012–18) • Trauma Yellow (MedStar, 2012–16) • Virtual Zoll Defibrillator (MedStar, 2013–14)

## HONORS

---

Google Best App of 2023 — *PAW Patrol Academy* • Smithsonian American Art Museum Indie Arcade 2017 — *CANARI* • IMSH 2017 Best in Show Runner-Up — *Trauma Yellow* • DevLearn 2014 Best Mobile Application — *Virtual Zoll Defibrillator* • Digiini Blade3D Award — Presenter, 2009 Game Developers Conference

## EDUCATION

---

Drexel University — M.S., Digital Media, 2009 (Dean's Scholarship; Teaching Assistantship)

University of Baltimore — B.S., Simulation and Digital Entertainment, 2006 (IGDA Member)