Stephen Berkeley **Lewis**

630 San Bruno Avenue • San Francisco, California • 94107

**CELL** (415) 601-6323 • **E-MAIL** stephen@strangegas.com



PROFILE 20+ years professional experience creating interactive entertainment products across many platforms. Project oriented, energetic collaborator with diverse content creation skills.

• **Multidisciplinary** Designer, illustrator, animator, videographer, coder.

• **Visual Designer** Experience creating apps, games, e-books, and videos.

• **Creative Solver** Taps both sides of brain to generate innovative ideas.

• **Communicator** Friendly and attentive. Concise and organized writing.

• **Technically Proficient** Computers, software, cameras, tools, duct tape…



SKILLS **Game & Interactive Design Lua Scripting/Programming Art Direction**

**2D/3D Art Asset Production Video & Audio Production Animation**

**Conceptual Illustration Iterative Development Rapid Prototyping**

**MAC/PC Office CoronaSDK Photoshop Maya Flash Premiere ZBrush**



EXPERIENCE **Co-founder and Creative Director, Hard Boiled Industries, LLC;** **2011 - Present**

Bootstrap mobile studio. Created games, apps, and e-books. Self-published on Apple, Google Play, Amazon, and Nook stores. Wore many hats including Lua coder, game designer, illustrator, animator, videographer, web designer, sound designer/musician. Produced educational videos. Shipped titles include: *The Bad Girl’s Journal, Bakery Batch, Pocket Stones,*and *Dog Dreams.*

**Co-Owner and Creative Officer,** **Big Splash Games, LLC;** **2006 - 2014**

Co-designed and art directed *Chocolatier* casual downloadable game series, published by Playfirst, Inc. Tent pole franchise with millions of downloads, spawning several ports and spin-offs. Art directed teams of remote artists. Generated 2D art assets, UI, animation. Also co-game designed and created all art assets for casual downloadable game *Love Ahoy,* published by BSG.

**Senior Technical 3D Artist and Animator, Linden Lab;** **2002 - 2006**

Co-designer and sole 3D art asset creator of user-customizable avatar system for pioneering on-line virtual world *Second Life,* used by millions of players worldwide. XML scripting of GUI. Generated biped character animation. Designed and directed new-user “Orientation Island” experience. Designed and produced virtual real estate topography to monetize users. Created in-world 3D assets.

**Lead Animator and Senior Artist, SEGA;** **1998 - 2001**

Created real-time 3D models of vehicles, destructible backgrounds, animations and effects for *Alien Front: Online*, the first online multiplayer console game with voice chat. Designed for arcade, released on Dreamcast console.

**Senior Artist and Animator, Acclaim Coin-Op Entertainment;** **1995 - 1998**

Co-game design and 3D art asset creation for *Armageddon,* a licensed *Magic: The Gathering* creature combat arcade game*.*

**3D Character Animator and Conceptual Artist, Rocket Science Games; 1995**

*Rocketboy* prototypefor PC and SEGA Saturn console.

**Lead 2D Character Animator,** **Presage Software; 1994**

*Lode Runner, The Legend Returns* for PC/Mac, published by Sierra.

**Art Director, Animator, Co-Game Designer,** **Epyx; 1992-1994**

*Battle Bugs* for PC, published by Sierra.

**Interface Designer and Illustrator,** **Paramount Interactive; 1991 -1992**

Institutional educational software by Computer Curriculum Corp.



EDUCATION **Bachelor of Arts in Film/Television Production, Graduated 1990**

University of Southern California, School of Cinema/Television



FUN FACTS **Directed short film shown at Sundance**

**Worked as IMAX projectionist**

**Designed and performed flea circus**

**Restored *Funhouse* pinball machine**

**Keeps bees in San Francisco**

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