Stephen Berkeley **Lewis**

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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 prototype for 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

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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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