**Christopher Stone**

Award Winning Creative Leader & Director

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* AAA Games, Leadership, Game Direction, Stage Direction, Animation Direction, Art Direction, Creative Direction, Team Building and Project Management.
* Oversee Creative: Gameplay, Art, Animation, Cinematics, VFX, UI, Narrative
* PS5, XBOX Series X, PC, Horror, Open World, Action-Adventure, First-Person Shooter, Third-Person Shooter, Third-Person Action, Racing, Melee/Hack & Slash Combat
* Guide Development Teams: Hands on development, experience building, turning around, and leading game studios of up to 230 strong. Project planning and resourcing, Excel, Word, Unreal Engine 3 & 4, Maya, Photoshop, Premiere.

EXPERIENCE:

**Chief Creative Officer**, KRAFTON: Striking Distance, CA July 2019 to Present

Title: ***The Callisto Protocol***, a survival horror game, Unreal Engine 4, PlayStation 5, PlayStation 4, Xbox One, Xbox Series X and Series S, PC.

* Founding member of the studio and built it to a team exceeding 200.
* Oversee all the creative teams, including Game Design (Narrative), Concept & Character Art, Animation, Lighting, UI and VFX.
* Guided the design process start to finish ensuring that projects meet the highest artistic standards.
* Worked tightly with gameplay team to refine player movement and combat feel
* Conceptualized and directed all gameplay animation and cinematic work within the game.
* Voiceover direction and stage direction.

**Senior Animation Director**, SONY Interactive, OR May 2018 to Jun 2019

Title: ***Days Gone***, an open-world action-adventure game with hints of survival horror, Unreal Engine 4, PlayStation 4, PC.

* Hired during the later stages of the production cycle to get the game re-focused and shipped on time. Managed the cinematics and gameplay teams. Directed rework for all combat and core movement and mechanics for the main character and enemies to improve the overall gameplay experience. Edited and refined the existing cinematic work to ensure a compelling story and a captivating main character. Introduced new processes and practices to streamline development pipelines.

**Supervising Animation Director**, ACTIVISION: Sledgehammer Games, CA May 2009 H May 2018

Titles: ***Call of Duty: WWII***, ***Call of Duty: Advanced Warfare***, ***Call of Duty: Modern Warfare 3***, first-person shooter games, proprietary engine for PlayStation 4, PlayStation 3, Xbox One, Xbox 360, Xbox Series X and Series S, PC.

* Came on as employee #2 helping establish and build Sledgehammer Games into a 300+ person powerhouse of a studio.
* Provided oversight of all Call of Duty projects shipped by Sledgehammer Games. Managed a team of ~30 providing creative design direction, overseeing animation, narrative, cinematics, talent casting, coordinating pre-visualization and shoots, managing on-stage performance capture, camera layout and cinematography.
* Directed and established gameplay mechanics new and innovative to the Call of Duty Franchise.
* Responsible for directing and specifying all gameplay motion trees, defining AI movement styles, tuning game mechanics, planning and directing motion capture sessions, reviewing animations, and choreographing complicated stunt and action sequences.
* Served as the face of the franchise across many media outlets across all projects.

**Animation Director**, Electronic Arts: Visceral Studio, CA May 2002 H May 2009

Titles: ***Dead Space 1 & Dead Space 2***, 3rd person, survival horror games, Frostbite Engine, EA proprietary engine, PlayStation 3, Xbox 360, PC.

***The Godfather I & Godfather II,*** 3rd person, open world action-adventure games/shooters, EA proprietary engine, PlayStation 3, Microsoft Windows, Xbox 360.

***The Simpsons***, a third-person action game, RenderWare and Asura engine, Wii, Nintendo DS, Xbox 360, PlayStation 3, PlayStation 2 and PlayStation Portable.

***Lord of the Rings: Return of the King the Game & Lord of the Rings: The Two Towers***, 3rd person, hack and slash action games, EA proprietary engine, PC, Game Boy Advance, GameCube, PlayStation 2, macOS, Xbox, Mac.

* One of the original creators of the Dead Space series, developed the layout and motion system for all characters, including gameplay mechanics such as the groundbreaking dismemberment feature. Handcrafted all Paired Kill/Death sequences for which the game was renowned. Directed all animation, combat, and motion capture across the project.
* Godfather franchise: collaborated with Paramount Pictures and the Coppola Estate to ensure consistency for all characters and cinematics, both in voice-over and during motion capture sessions. Managed the in-studio animation team, where we worked together to develop AI motion sets and player combat mechanics. Pioneered the use of Facial Motion Capture. Worked with esteemed actors like Kames Caan, Robert Duvall, and the legendary Marlon Brando, to achieve true, realistic facial animation that elevated the game's storytelling and immersion.
* The Simpsons game: Worked closely with Gracie Films on the creation of the first 3D version of their characters and animation to be authored and used within a game. Re-authored all cinematic cutscenes by hand.
* Lord of the Rings: led the animation and cinematic teams for both The Return of the King and The Two Towers. Incorporated Full Body Motion Capture for the first time outside of EAs Sports titles. Directed and managed the animation teams both internally and externally. On stage direction of the stunt team from the LOTR films. Provided daily reviews to ensure polish and alignment with New Line Cinema's character one sheets and bios. Primary hand key animator for many of the Key Shots and beloved characters featured in the games.

**Animation Lead**, Eidos / Crystal Dynamics, CA May 1998 H May 2002

Titles: ***Legacy of Kain: Blood Omen 2***, an action-adventure game, Gex Engine, PlayStation 2, GameCube, PC, Xbox. ***Mad Dash Racing***, a racing action game, proprietary engine, Xbox. ***Walt Disney World Quest: Magical Racing Tour***, a racing action game, Gex Engine, PlayStation, PC, Dreamcast, Game Boy, Game Boy Color.

***Gex 2: Enter the Gecko & Gex 3: Deep Cover Gecko***, a platform game, Carbon Engine, Nintendo 64, Game Boy, Game Boy Color, PlayStation.

***Akuji the Heartless***, a 3rd Person action-adventure, Gex Engine, PC and PlayStation.

* For Blood Omen 2, led the animation team, handling rigging, texturing, character modeling, and produced rendered print material for advertising and magazine covers. Crafted gameplay animations for the main character and meticulously produced over a dozen multi-character cinematic shots.
* As Lead Animator for Mad Dash, modeled, textured, and rigged most of the main characters featured in the game as well as hand animated all player-controlled motion-sets.
* Mentored junior animators, ensuring the quality of the game was maintained. Created multiple rendered advertising pieces used by Microsoft to promote the game and their new console.
* For Walt Disney Magical Racing Quest Tour, working closely with Disney created new and innovative characters for the IP. Translated 2D characters like Chip and Dale and Jiminy Cricket into captivating 3D characters. Additionally modeled, textured, and animated all the main characters, and provided guidance to other animators on the team to ensure consistency.
* As a Senior Animator on Gex 2-Deep Cover Gecko and Gex 3-Enter the Gecko undertook a multifaceted role, responsible for modeling, texturing, rigging, and animating the majority of gameplay motion sets for the main character, as well as numerous secondary characters and interactive objects.
* "Akuji" was another project that I joined late in production, however due to my abilities in more than one field, I was able to help finalize the game in a variety of areas. On top of jumping in to help complete many enemies animation sets and models, I also was heavily utilized by the marketing team to create a multitude of print and advertising images used throughout the publicity campaign for the project. This included magazine covers, posters and print articles featuring the game.

Contract Modeler, Pipe Dream Interactive / MAJESCO, San Jose, CA Jan 2000 - Apr 2000

***Nicktoons Racing***, a racing action game, proprietary engine, PlayStation, Game Boy Color, Game Boy Advance, Arcade.

Animator/Cinematic Artist, N-Space, 3D Realms / GT Interactive, Orlando, FL Apr 1996 - Apr 1998

***Rugrats: The Search for Reptar***, a platform game, PlayStation.

***Duke Nukem 3D,***  one of the originators of the first person shooter, Build Engine, PC and Playstation.

***Duke Nukem: Time to Kill***, a third-person shooter, Build Engine, PlayStation.

***Bugriders: The Race of Kings***, a racing game, PC and PlayStation.

***Tigershark***, an action combat game, TigerShark Engine, PC and PlayStation.

EDUCATION:

**BFA Computer Animation**, Ringling College of Art and Design, Sarasota, FL, June, 1995

**Minor Photography**, Ringling College of Art and Design, Sarasota, FL, June, 1995

References Gladly Provided Upon Request