Christopher Stone

Award Winning Creative Leader & Director

directorcstone@gmail.com | (925) 487-3436 | Bay Area, CA <https://www.linkedin.com/in/directorcstone/> | <https://christopherstonecreative.com/> Open to local onsite; Remote; Hybrid; Full relocation is not an option

* 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** (onsite>>remote>>hybrid) July 2019 to Present Striking Distance Studios, San Ramon, CA – a division of Krafton Inc.

Title: ***The Callisto Protocol***, a AAA 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
* Partnered closely with the leadership team to successfully transition all employees from onsite roles to remote roles in March 2020.

**Senior Animation Director**

SONY Interactive, Bend, 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, worked across all departments to get the game re-focused, up to quality and shipped on time.
* Managed and directed 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 and entitle the teams to do their best work.
* In one years time, brought decades of AAA game development experience to help turn around the culture and ship a game on its promised delivery date, despite already having been delayed for years prior to my arrival.
* Recruited and hired a wealth of highly trained talent to flesh out the studios needs and bring on the experience needed to ship "Bend Studios" first next gen title.

**Supervising Animation Director** May 2009 to May 2018 Sledgehammer Games, Foster City, CA – a division of Activision Publishing

Titles: ***Call of Duty: WWII***, ***Call of Duty: Advanced Warfare***, ***Call of Duty: Modern Warfare 3***, AAA 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** May 2002 to May 2009

Visceral Studio, Redwood Shores, CA – a division of Electronic Arts

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.
* 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.

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

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Game Credits

**Striking Distance Studios/Krafton Inc**

“The Callisto Protocol” **Chief Creative Officer** 2022 PS5, PS4, XBX, XB1, PC

**Bend Studio/Sony Interactive Entertainment**

“Days Gone” **Senior Animation Director** 2019 PS4, PC

**Sledgehammer Games/Activision**

“Call of Duty: WW2” **Supervising Animation Director** 2017 PS4, XBONE, PC

“Call of Duty: Advanced Warfare” **Supervising Animation Director** 2014 PS4, PS3, XB1, XB360, PC

“Call of Duty: Modern Warfare 3” **Supervising Animation Director** 2011 PS4, PS3, XB1, XB360, PC

**EA Redwood Shores/Electronic Arts**

“Dead Space 2” **Animation Director** 2011 XB360, PS3, PC

“Dead Space Extraction” **Animation Director** 2009 Wii, PS3

“The Godfather II” **Animation Director** 2009 XB360, PS3, PC

“Dead Space” **Animation Director** 2008 XB360, PS3, PC

“Dead Space” **Animation Director** 2008 XB360, PS3, PC

“The Simpsons” **Animation Director** 2007 Wii, XB360, PS3, PS2, PC

“The Godfather” **Animation Director** 2006 Wii, XB360, XBOX, PS3, PS2, PC

“Lord of the Rings: Return of the King” **Animation Director** 2003 XBOX, PS2, PC, Gamecube

“Lord of the Rings: The Two Towers” **Animation Director** 2003 XBOX, PS2, Gamecube

**Crystal Dynamics/Eidos Interactive**

“Legacy of Kain: Blood Omen II” **Animation Lead** 2002 XBOX, PS2, PC, Gamecube

“Mad Dash Racing” **Animation Lead** 2001 XBOX

“Disney World Quest: Magical Racing Tour” **Animation Lead** 2000 PS1, Dreamcast, PC

“Gex 3: Deep Cover Gecko” **Senior Animator** 1999 PS1, N64

“Gex 2: Enter the Gecko” **Senior Animator** 1998 PS1, N64, PC

“Akuji the Heartless” **Senior Animator** 1998 PS1, N64, PC

**Pipe Dream Interactive/Majesco**

“Nicktoons Racing” **“Contract” 3D Modeler** 2000 PS1, Arcade

**N-Space/GT Interactive**

**“Rugrats: The Search for Reptar” Animator** 1998 PS1

**“Duke Nukem: Time to Kill” Animator** 1998 PS1

**“Bug Riders: The Race of Kings” Animator/3D Artist** 1997 PS1, PC

**“Tigershark” Animator/3D Artist** 1997 PS1, PC