

Christopher A. Stewart

Creative Consultant specializing in leading, collaborating and building relationships to support the design, production, and release of games, film/TV and print publications.

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PROFILE

- +25-years in creative project development or enhancements, using multiple and/ or integrated methodologies in various industries (e.g., video games, board games, film & television, print publishing, collectibles, writing & editing) and functions (e.g., HR, IT, Operations, Business Development, Marketing, Customer Service).
- Project Lead on 18 published video and tabletop games.
- Results-oriented professional, experienced in complex, deadline-driven environments, prioritizing and managing multiple streams of scope and responsibilities.
- Effective team leader with high emotional intelligence focusing on emerging leadership development, revising corporate/ division/ department culture, and enhancing business operations.
- Values creativity and maximizing effective and efficient solutions.
- Excellent design, presentation, and facilitation skills with an ability to collaborate and influence others at all levels using various in-person and digital tools (e.g., Zoom, MS Teams, Google Meet/ Spaces, Asana, Miro, Slack, ClickUp).
- Familiar with Design Thinking, Agile, and SCRUM approaches.
- Proficient user of Microsoft Office and Google software suites.
- Proficient with various audio (e.g., Sound Forge, WavePad, Audacity), video (e.g., Premiere, Movie Studio), and book/ magazine (e.g., InDesign, QuarkXpress, Lulu) software.
- Intermediate familiarity with Linux web server environments, common dashboard systems (WHM, cPanel), popular management systems (e.g., Wordpress, phpBB), and web languages (HTML, CSS).
- Advanced user of Photoshop. Moderate user of Unreal Engine.

CUSTOMER COMMENTS

- “Chris Stewart is one of the strongest all-around professionals in the game development industry, a producer who can manage scheduling, contracts, team dynamics and PR tours with equal competence. He has a number of rare qualities, including his many years of experience, his network of contacts, and his personal charm, which allow him to navigate even the most difficult situations with grace and calm.”
- “Chris is an excellent producer and makes juggling the myriad tasks of the game development environment seem easy. He was always very aware of the current state of the project, and it was a pleasure working under him. He was quick to address and resolve any concerns and always maintained a smooth demeanour even under a hectic schedule.”
- “Chris is always imaginative, collaborative, and understanding. His professionalism, class and long-term thinking brings value to whatever he is involved in.”

INSTRUCTING/ SPEAKING/ INTERVIEWING

Guest Speaker/ Presenter/ Demo Presenter: NorWesCon (2023), Cleaning Up the Town: Remembering Ghostbusters (2019), Ghostbusters 25th Anniversary Blu-Ray (2019), RvB CanWest (2012), Full Indie (2012), PAX PC Gaming Press Conference (2011), Sword of the Stars 2 press tour (2011), Sword of the Stars press tour (2006), Sword of the Stars 2 (E3) (2002), Treasure Planet: Battle at Procyon trade show (E3) (2002), Homeworld: Cataclysm press tour (2000), Homeworld: Cataclysm trade show (E3) (2000).

Interviewer/ Panelist/ Nominee: Geeks Vs. Nerds (2012 – 2016), Ghostbusters Hollywood Premiere – Red Carpet (2016), Ai Vancouver – Mentorship (2010-2015), DigiBC – NextBC (2015), IGN – Set Visit (2000 - 2006).

PUBLICATIONS & CONTRIBUTIONS

Research Contributor/ Interviewee: A Convenient Parallel Dimension: How Ghostbusters Slimed Us Forever (2022), Cleaning Up the Town: Remembering Ghostbusters (2019), Ghostheads documentary (2016), Ghostbusters: The Ultimate Visual History (2015), Buffy The Vampire Slayer: The Monster Book (2000)

Co-host/ Writer/ Columnist/ Journalist: Ghostbusters community podcast by Sony (2016-2021), Geek Monthly magazine (2008), IGN (2000 – 2006), The Gauntlet, Calgary, AB (1993 – 1997)

Shipped Video Games: Power Play '98 (1997), ESPN Pro-Boarders (1997), Jackie Chan: Stuntmaster (1998), Homeworld: Cataclysm (2001), Treasure Planet: Battle At Procyon (2002), Bully (2004), Sword of the Stars (2006), Fort Zombie (2009), Sword of the Stars 2 (2012), Sword of the Stars: The Pit (2013), Ground Pounders (2014), Kaiju-A-GoGo (2015), Sword of the Stars: Pit Infinity (2018), Planetary Control! (2020), Hoards of Glory (2021), Sword of the Stars: The Pit 2 (2021)

Released Board Games: The Pit: The Board Game (2019), Planetary Control! (2019), Hoards of Glory (2023)

CD Album Art: The Darkest of the Hillside Thickets (The Shadow Out of Tim), Feisty (EP/ Eat At Home), The Western Investor (This Beautiful Town), The Heebee-Jeebees (Hurry Up and Wait!/ Waiting Under the Mistletoe/ Heebee-Jeebee TV/ Falalalala)

EDUCATION & PROFESSIONAL DEVELOPMENT

- Steam Dev Days (2014 – 2016)
- DigiBC NextBC Top 25 nominee (2015)
- Michael Hauge Character & Storytelling Workshop (1999)
- Introduction to Filmmaking, Vancouver Film School (1998)
- Historical Studies, focus on Military and Pop History, University of Calgary (1993 – 1997)

PROFESSIONAL EXPERIENCE SUMMARY

Role/ Title	Industry	Timeline
• Studio Director	Digital Interactive	2004 – Present
• Producer/ Production Lead	Digital Interactive	2004 – Present
• Graphic Designer	Multi-Industry	2004 – Present
• Technical & Manual Writer	Digital Interactive/ Tabletop Gaming	2004 – Present
• Industry Development Producer	Digital Interactive/ Film & TV	2010 – Present
• Public Relations/ Marketing / Pitch Writer	Digital Interactive/ Film & TV/ Music	2010 – Present
• Gaming Mentor	Digital Interactive	2010 – Present
• Narrative & Dialogue Writer	Digital Interactive/ Film & TV	1999 – Present
• Sound Designer	Digital Interactive/ Film & TV	1999 – Present
• Online Brand Development	Digital Interactive/ Film & TV	1999 – Present
• Studio Recording Director	Digital Interactive	1999 – 2021
• Voice Actor	Digital Interactive/ Film & TV/ Radio	1997 – 2021
• Event Planner/ Promoter	Digital Interactive/ Film & TV/ Music	1999 – 2012
• Level Designer	Digital Interactive	1997 – 1998
• Newspaper Editor	Print Publishing	1993 – 1997

PROFESSIONAL EXPERIENCE

Studio Director, Kerberos Productions Inc. (2004 – Present).

- Provide leadership guidance and business development to enable growth and effective, agile operations.
- Handled third-party, communications, performance reviews/ management, and employee vetting, appointment, and dismissal.
- Provided basic on-site bookkeeping, including accounts payable/receivable, licenses and subscriptions, and employee payroll.
- Provided on-site HR for employee vetting, hiring, onboarding, performance reviews, and departures/ layoffs.
- Managed co-op/ intern hires (via SFU & third parties).
- Sought-out business development opportunities.
- Coordinated manufacturing sourcing (e.g., board games, print publications, general merch).
- Managed crowdfunding campaign and fulfillment.
- Administered Social media accounts (e.g., directly and overseeing social media manager).
- Prepared marketing assets for digital retail, prepared media kits, etc.

Producer, Kerberos Productions Inc. (2004 – Present)

- Shipped 8 titles.
- Actively participated in the game development processes and provided a practical perspective in discussions.
- Facilitated team communications, project planning, and milestone review sessions.
- Coordinated interdisciplinary production tasks included sound designer, actor recording director, in-studio QA, and tools development manager.
- Presented games to the press and provided orientation for customer support.

Game Designer, Kerberos Productions Inc. (2004 – Present), for Rockstar Vancouver (2002-2004), Barking Dog Studios (1998-2002), Radical Entertainment (1997-1998)

- Shipped 18 titles.
- Worked with team leads to design, document, and communicate levels that fit the game's scope and narrative.
- Provided a bridge between the vision of IP holders and the development concerns of the team leads.
- Designed narrative and rule mechanics, documented, and communicated to art/ code teams.
- Conceived, outlined and documented several pitch documents.
- Presented pitches and game demos to potential publishers.
- Co-authored design whitepaper for a potential Grand Theft Auto Online project.

Quality Assurance Lead, Radical Entertainment (1997 – 1998)

- Shipped 2 titles.
- Facilitated communications and documentation with programming and art teams.
- Created and delivered testing and bug confirmation reports for project managers.
- Organized and designed independent testing plan and executed per plans.

Editor/ Journalist, The Gauntlet (1993 – 1997)

- Contributed to 200+ issues, several pullouts, and special editions.
- Managed photo and illustration departments.
- Oversaw assignments for weekly publication deadlines.
- Coordinated interdisciplinary tasks included news photography, article illustrations, writing (news and reviews), text editing, and layout (e.g., physical and digital).

COMMUNITY INVOLVEMENT

- Project Advisor, BCIT Industry Sponsored Student Projects (2024)
- CreativeBC interactive fund adjudication (2023)
- Treasurer & Member – NW1809 Strata Council, Port Moody, BC (2019 – Present)
- Supporter – Extra Life games-day fundraising program of The Children’s Miracle Network Hospitals (2017 – Present)
- Mentor – Individuals interested in Game Development Employment, Indie Start-Ups, consulting, and general leadership/business career development (2010 – Present)
- Member – DigiBC The Creative Technology Association of British Columbia (2006 – Present)
- Supporter – Child’s Play Charity, Gamers Give Back Fundraiser, Seattle, WA (2003 – Present)
- Sponsor – Full Indie Independent Game Development Community and Conference, Vancouver, BC (2010 – 2020)
- Mentorship Panelist – Ai Vancouver (2010 – 2015)
- Organizer – Star Wars Charity Party for the Calgary Food Bank, University of Calgary (1995 – 1996)
- Teen Help Line – Peer-to-Peer support and suicide prevention phone line, Calgary, AB (1991 – 1992)