

Christopher A. Stewart

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

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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.
- Values creativity and maximizing effective and efficient solutions.
- 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.
- Familiar with Design Thinking, Agile, and SCRUM approaches.
- 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).
- Proficient user of Microsoft Office and Google software suites.
- Familiar with CRM software (e.g. HubSpot, Salesforce, SimplePractice)
- 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 IT server dashboard systems (WHM, cPanel), popular web management systems (e.g., Wordpress, phpBB), and web languages (HTML, CSS).
- Advanced user of Photoshop.

REFERENCES

- [Lee McKinnon Pederson](#) – VP, Blackbird Interactive
- [Heidi Eaves](#) – Previous COO, Relic Entertainment
- [Cene Kwan Turner](#) – CFO / Producer, Antler Studios, The Dome Cooking Show, Show Biz Abacus
- [Susannah Skerl](#) – Associate Dean, Digital Arts, Media and Design at BCIT School of Business and Media
- [Martin Cirulis](#) - Narrative Director, Blackbird Interactive

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 – present)

PROFESSIONAL EXPERIENCE SUMMARY

Role/ Title	Industry	Timeline
• Project Manager	Digital Interactive/ Film & TV	2023 – 2024
• Grant Adjudicator - CreativeBC	Government	2023
• Studio Manager	Digital Interactive	2004 – 2022
• Level Designer	Digital Interactive	1997 – 2022
• Producer/ Production Lead	Digital Interactive	2004 – 2022
• 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
• 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
• Newspaper Editor	Print Publishing	1993 – 1997
• Comic Shop Manager	Retail	1988 - 1996
• Video Store Manager	Retail	1988 - 1996

PROFESSIONAL EXPERIENCE

Producer / Assistant Director, Antler Studios (2023-2024).

- Helped develop format and wrote for two seasons of *The Dome Cooking Show*..
- Acted as Assistant Director to John Lambert ([IMDb](#)) on second season of *The Dome Cooking Show*.

Grant Adjudicator, CreativeBC (2023).

- Worked in coordination with the grant fund management and several other grant judges to review, vet, assess, and recommend projects to receive support from a half-million dollar fund.
- Reviewed and researched several dozen project submissions, looking to see they meet key requirements.
- Conferred and discussed remaining applicants with other judges until a final successful selection was made.

Office Administrator, Kerberos Productions Inc. (2004 – 2021).

- 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, employee payroll, and event / travel / expense organization.
- 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 / Designer Kerberos Productions Inc. (2004 – 2023), for Rockstar Vancouver (2002-2004), Barking Dog Studios (1998-2002), Radical Entertainment (1997-1998)

- Shipped 18 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.
- 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.
- Conceived and created project pitch documents.
- Presented pitches and game demos to publishers.
- Co-authored design whitepaper for a potential Grand Theft Auto Online project.
- Presented games to the press and provided orientation for customer support.

Quality Assurance Lead, Radical Entertainment (1997 – 1998), Kerberos Productions Inc. (2004 – 2021)

- Facilitated communications and documentation with programming and art teams.
- Created and delivered testing and bug confirmation reports for project managers.
- Organized, designed, and executed independent testing plans for several video games..

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

- DigiBC support – Made In BC initiative (2022 – Present)
- Founders Group member – Active participant in Vancouver’s premiere dev start-up mutual support group (2024 - Present)
- Mentor – Individuals interested in Game Development Employment, Indie Start-Ups, consulting, and general leadership/ business career development (2010 – 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)
- 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)
- 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)