

Stephen J. Skelton

Game Designer/Writer

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SUMMARY

Game design professional with over 20 years experience creating compelling gameplay and stories for AAA franchise titles, generating detailed content for original and licensed properties, and working with small and large teams to create unique and realistic game experiences.

WORK HISTORY

Sphere Entertainment Co. (Nov 2023 – Mar 2025)

Lead Designer

- Created/developed interactive concepts for the Sphere venue in Las Vegas, geared towards 1000s of players in the same space.
- Reported directly to the Senior Creative Director of the Interactive department.
- Wrote production-ready documentation on game structure, systems, and narrative used by the team to build prototypes.
- Created and balanced content for prototypes using Unreal Engine.
- Revised team documentation & design practices for clarity & using modern methods.

Arrivant (2022 – July 2023)

Head of Game Design/Design Director

- Head of studio game design department.
- Design Director on StarGarden project (Unreal Engine 5.2). High-level design planning + hands-on engine work.
- Project management and long-term production planning with studio leadership.
- Team built AAA-quality investor demo on an indie-team budget. Adapted demo into playable week-long community "early access" event.

Embodied, Inc. (2020 - 2022)

Senior Designer, Special Projects

- Interactive design for the Moxie robot before, during, and after product launch.
- Design, documentation, and implementation using ChatScript and in-house tools.
- Internal development of PlayZone games web portal for robot (play games with Moxie).

Independent (2011 - 2020)

Contract work for PC and console development.

- Design consultation & documentation (game concept creation, pitch docs, GDDs) - pre-production on licensed or original IP from initial "elevator pitch" to story/character development, game mechanic specifications, level design, dialog, etc.
- **UNANNOUNCED MOBILE GAME (INLINGO)** - Mobile game dialog rewrite for American audiences, female-centric soap opera style. Over 24,000 words/2,000 lines.
- **UNANNOUNCED FIRST PERSON NARRATIVE (Game Zale)** – Created original IP Old West-themed horror 1st Person Narrative for PC/consoles.
- **KUNFUNAMI (Retroborn Games)** – Character & game mechanic creation for fast-paced arcade platformer.
- **SKILL RANGE (skillrange.com)** – Game design consultation for interactive business simulation software.

CI Games (2012 – 2014)

Creative Director, *ALIEN RAGE* (PC, Xbox 360, PlayStation 3)

- On site with team in Poland as Creative Director bringing Unreal Engine 3 Sci-Fi FPS game to Alpha & Beta, followed by remote direction from Los Angeles.
- Feedback/direction for all departments, cutscene direction.
- Wrote game system specifications (scoring, weapons, audio log functionality, etc.).
- Redesigned game objectives/plot & achievements to fit console requirements.
- Designed player perk system which increased EEDAR Lasting Appeal score by 30%.
- Recruited/supervised external level designers to create multiplayer maps.
- Provided marketing support (title options, "back of box" copy, etc.).
- Represented game at company-wide reviews/presentations, E3, gamescom, PAX Prime.

Producer, *LORDS OF THE FALLEN & ENEMY FRONT* (Xbox One, PS4, PC)

- Represented games at Destination PlayStation, Bandai Namco Global Gamers Day, E3.
- Presentations for distributors/business partners (Wal-Mart, Best Buy, Redbox, etc.)

AppKin Studios (2009 – 2011)

Game Designer, *Unannounced iPhone Project*

- Formed small development studio to prototype casual games for the iPhone platform.

Spark Unlimited, Inc. (2002 – 2008)

Lead Designer/Writer, *Legendary* (Xbox 360, PlayStation 3, PC)

- Managed overall game design/design department on Unreal Engine 3 project.
- Created game storyline in collaboration with the Design Director, wrote game script.
- Managed gameplay balancing: controls, difficulty, AI, player weapons, etc.

Lead Designer/Writer, Studio Development

- Franchise development of original IP with publishers ("World Bible" development).
- Pitch development and presentation of original and licensed IP concepts.

Senior Designer, *Call of Duty: Finest Hour* (PS2, Xbox, GameCube)

- Contributed to all aspects of design (layout, scripting, narrative, characters, etc.).
- Created 6 levels: ***Breakdown*** and ***Into Red Square*** used as Vertical Slice; ***Come Out Fighting*** level design/block out given to separate team for completion; Aachen levels ***First City To Fall***, ***Underground Passage***, ***Surrender At Aachen*** with a Jr. Designer assisting.

Electronic Arts Los Angeles (2000 – 2002)

Designer, *Medal of Honor Frontline* (PS2, Xbox, GameCube)

- Mission 4 levels: *Several Bridges Too Far*, *Yard By Yard*, *Arnhem Knights*. Implemented all gameplay using existing map layouts and basic scenarios provided by the Lead Designer.

Designer, *Clive Barker's Undying* (PC)

- Implemented game objective system.

SKILLS

3D Game Engines (Unreal, Unity, etc.)	Source Control Software (GitHub, Perforce, etc.)	Microsoft Office/Project
Issue Tracking/Agile Software (Jira/Confluence, etc.)	Adobe Photoshop	Power Naps
	DaVinci Resolve	

EDUCATION

B.A. Theatre and Drama, Indiana University