



SEAN VESCE

**DIRECTOR, PRODUCER,
CULTURAL ETHNOGRAPHER**

For more than two decades I have led award winning interactive studios and projects of all shapes and sizes.

My recent work earned a British Academy Award and blends my love of video games, world culture and documentary film making.

I've served as a key lead on twelve videogame projects from concept through post-production, delighting global audiences, generating hundreds of millions of dollars in revenue and earning wide international acclaim.

I'm a bridge builder, a natural leader and problem solver known as a relentless organizer and thoughtful listener. I'm equally comfortable in creative or operational roles but love being smack in the middle.



**<http://20AFTER1.COM>
SVESCE@20AFTER1.COM
925-360-5973**

**CO-FOUNDER
DEVELOPMENT DIRECTOR**

COLABEE STUDIOS
2015 - PRESENT

Responsible for development and operational management, media, public and community relations, marketing and social media. Lead the planning and production of Colabee's ethnographic and documentary film projects.

**INDEPENDENT
DESIGNER / DEVELOPER**

20AFTER1
1997 - PRESENT

Provide development, design, production and brand strategy services for a variety of clients in the arts, software, education and entertainment industries under 20after1. Clients include Microsoft, Eidos / Square Enix, Digital Kitchen, SF Jazz Heritage Center, the UC Berkeley Center for Labor Research and Ed., the Cook Inlet Tribal Council and others.

**STUDIO DIRECTOR
CREATIVE DIRECTOR**

E-LINE MEDIA
2012 - 2015

Studio and Creative Director for the indie hit game Never Alone, a multiple award winning atmospheric adventure developed in collaboration with over 40 members of the Iñupiat, an Alaska Native people. 2.8+ million downloads, ported to 8 platforms, translated to 17 languages.

**STUDIO DIRECTOR
CREATIVE DIRECTOR**

CRYSTAL DYNAMICS
2003 - 2009

Oversaw development and production for the renowned game development studio Crystal Dynamics. Managed multiple internal & external teams of 200+ people to develop three major releases in the Tomb Raider series. Served as Creative Director for Project: Snowblind, an original first person shooter

**CO-FOUNDER
DEVELOPMENT DIRECTOR**

CINEMAWARE
1999 - 2003

Co-founded and built a 25-person development studio with 5 external support teams to produce a PS2 game, three GBA and four casual PC games. Major responsibilities included internal and external production and creative management, business development, business planning, game, engine, and tool design.

**CREATIVE DIRECTOR
LEAD GAME DESIGNER**

ACTIVISION
1994 - 1997

Creative Director for acclaimed '70s car combat sim Interstate '76. Led game design for Mech Warrior 2.

**USC ROSKI SCHOOL OF
ART & DESIGN**

B.A. STUDIO FINE ARTS
1994

Studied traditional painting, sculpting, drawing, photography, graphic design and art history. Continued this practice through ongoing personal and professional exploration of all manner of traditional, web, motion and interactive design.