



SEAN VESCE

CREATIVE / DEVELOPMENT DIRECTOR
ACCIDENTAL ETHNOGRAPHER

British Academy Award winning video game developer with over two decades experience leading studios and projects of all shapes and sizes.

Key lead on twelve commercial releases from concept through post-production delighting global audiences, generating hundreds of millions of dollars in revenue and earning wide international accolades.

Founder of 20after1 (TAO), a Seattle based game development collective currently serving clients like Google.

Game Development Advisor for [UW's Center for Creative Conservation](#) in support of the [Earthgames](#) initiative, which aims to inspire environmental awareness and action through local researcher / developer partnerships and public programming.

20AFTER1.COM

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INDEPENDENT DEVELOPER
20AFTER1 (TAO)
1997 - PRESENT

Interactive design, development and production services with a focus on emerging technologies (AR / VR) for a wide variety of clients in the arts, software, education and entertainment industries. Clients include Google, Microsoft, Eidos / Square Enix, Infogrames / Accolade, Total Immersion, Digital Kitchen, 8DIO, Center for UW's Creative Conservation, UC Berkeley Center for Labor Research and Education, E-Line Media, and the Cook Inlet Tribal Council.

STUDIO DIRECTOR
CREATIVE DIRECTOR
E-LINE MEDIA
2012 - 2015

Studio Director and Creative Director for [Never Alone](#), an atmospheric puzzle-platformer created in collaboration with the Iñupiat, an Alaska Native people. Over 3 million downloads across 8 platforms, built with a team of 15 in partnership with 40 Alaska Native elders, storytellers and community members.

STUDIO DIRECTOR
CREATIVE DIRECTOR
CRYSTAL DYNAMICS
2003 - 2009

Studio Director responsible for all development and production activities for the renowned game developer Crystal Dynamics. Managed 200+ person studio plus multiple external partners to develop three major production in the Tomb Raider series ([Legend](#), [Anniversary](#), [Underworld](#)) in three consecutive years. Served as Creative Director for [Snowblind](#), an original FPS.

CO-FOUNDER
DEVELOPMENT DIRECTOR
CINEMAWARE
1999 - 2003

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

CREATIVE DIRECTOR
GAME DESIGNER
ACTIVISION
1994 - 1997

Creative Director for acclaimed 70s car combat sim, [Interstate '76](#). Lead Game Designer for [Mechwarrior 2](#). Game Design / Production for [Pitfall: The Mayan Adventure](#).

B.A. STUDIO FINE ARTS
U.S.C. ROSKI SCHOOL OF ART & DESIGN
1990 - 1994

BA in Studio Fine Arts with an emphasis in digital art and animation. Classically trained in painting, drawing, photography, sculpting and graphic design.
