

Stuart Templeton

Los Angeles, California

stuart@stuarttempleton.com

1 (434) 995 - 9356

DESIGNER

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DEVELOPER

I am a game designer with a focus on exploratory user experiences and innovative prototypes. I thrive at the intersection of art and technology, realizing unique and creative visions through technical tools like Unity3D and visual tools like Blender and Photoshop. I have 17 years of industry experience and have shipped over 30 titles in a variety of roles.

I have a deep love for MMORPGs and games that are social and collaborative experiences, as well as a passion for exploration. I am a solid raid leader.

I value revolution over evolution.

HIGHLIGHTS

Led international teams of up to 20 people, both creative and technical, in the creation of Xamalga and Vegas Prime Retrograde.

Recruited 2d and 3d creative talent for Vegas Prime Retrograde with attention to maintaining the visual language and tone of the project.

Founded 2 companies, one non-profit. I understand the complexity and importance of marketing and branding and the challenges of creating innovative products in fast-paced environments.

Mobilized and built an engaged community of storytellers and contributors to help broaden the scope of content and create a sense of ownership for the game world shared by the community.

Designed and built a system that leverages machine learning to better understand, build, and reinforce our community.

Developed the visual language of Xamalga and Vegas Prime Retrograde through concept art and playable prototypes.

Designed and prototyped an immersive open world 3d city for Vegas Prime Retrograde, saving the team months of development time.

Spearheaded the creation of gameplay and teaser videos for Xamalga and Vegas Prime Retrograde to both tease the game and test for interest within the community for a variety of in-game topics.

Designed and prototyped exploratory UI/UX and APIs for Ruby on Rails web applications, including Autobiopolis, PetiteBoad, and FlyerZero.

Composed game scores and soundtracks for Xamalga and Vegas Prime Retrograde.

- 2015 **Open Form Games - Co-Founder, Lead Designer** 2015 - Present
Shipped games: Xamalga, Xamalga 2, Vegas Prime Retrograde (beta)
Co-founded Open Form Games studio to produce Xamalga, Vegas Prime Retrograde, and E.V. and Jett.
Led international teams of up to 20 people, both creative and technical, in the creation of Xamalga and Vegas Prime Retrograde.
Developed Xamalga and Vegas Prime Retrograde using Cocos2d-x and Unity3D.
Created, mastered, and implemented UI audio and foley audio for Xamalga and Vegas Prime Retrograde.
- 2011 **Open Form Foundation - Co-Founder, Lead Designer** 2011 - 2015
Shipped games: Autobiopolis, FlyerZero, PetiteBoard
Co-founded Open Form Foundation, a non-profit organization that provides tools and education to help artists and small businesses integrate technology into their routine.
- 2006 **Video Gaming Technologies, Inc. - Software Engineer II** 2006 - 2011
Shipped games: 20+ release titles, including Hot Red Ruby, Mr. Money Bags, and The Hunt for Neptune's Gold
Worked with gaming industry leaders at VGT to develop internal business tools and shape business processes.
Designed and prototyped a high output automated multi-stage continuous integration SCM pipeline that built release candidates for 20+ titles.
- 2005 **Medical Automation Systems - LIS Analyst** 2005 - 2006
Worked directly with nursing staff to develop custom data adapters for hospital Laboratory Information Systems and RALS point-of-care devices in hospitals nationwide.
- 2004 **MusicToday, LLC - QA Analyst** 2004 - 2005
Performed QA duties, including live system deployment, for a large scale mission critical ticketing engine.
- 2003 **MAXIS - QA Analyst** 2001 - 2003
Shipped game: The Sims Online
Performed QA duties, including load testing, for The Sims Online and participated in a core knowledge exchange program, working with programmers to elevate QA input from simply bug reports to conceptual bug fixes.
- 1999 **Electronic Arts (Kesmai, ea.com) - QA Analyst** 1999 - 2001
Shipped games: Multiplayer Battletech: Solaris, Multiplayer Battletech: 3025, RoadRash, Chattitude, Air Warrior 3, Majestic, Motor City Online, Ultima Online
Executed and created test cases for 10-15 games, with an emphasis on network security, and orchestrated coordinated hacks of online games, like Majestic and Motor City Online.

SOFTWARE STUDIOS

Shipped 30+ games, spanning 17 years.

Awards, Education, and Certification

ID@Xbox Dev Partner - *Microsoft Xbox*

Approved Xbox One and Xbox Live developer.

Nintendo Wii U Dev Partner - *Nintendo of America*

Approved Nintendo Wii U and DS developer.

Accepted into Darden iLab - *University of Virginia Darden School of Business*

Open Form Foundation was accepted into the Darden School of Business iLab incubator program.

Mentor Residency in Darden iLab - *University of Virginia Darden School of Business*

Invited to mentor incoming start-ups, emphasis on technology.

Six Sigma Green Belt Lite - *Video Gaming Technologies, Inc.*

Lean Six Sigma process analysis and design training through "green belt."

A.A. Liberal Arts - *Piedmont Virginia Community College*

Emphasis on art history, visual culture, and Japanese language.

Employee of the Month - *Electronic Arts*

Awarded "Employee of the Month."

Buzzword Bingo!

Unity3d SCRUM Cocos2d-x C# C++ Ruby Rails ElasticSearch
Git/Github SVN Perforce Core HTML/CSS Xbox One SixSigma
Playstation 4 Nintendo Wii U iOS Application Development Machine
Learning Cordova/Phonegap Geolocation APIs Photoshop Blender
Google Sketchup Rapid App Development TDD shaders OpenGL