CRAIG STEVENSON

craig@mysorethumbs.com | linkedin.com/in/cmstevenson | mysorethumbs.com | Williamstown, NJ

SUMMARY

Senior Game Designer with 16 years designing 2D/3D games across mobile, PC, and VR — from award-winning preschool IP titles to healthcare simulations. Strengths in mechanics, level and systems design, and rapid prototyping that lift engagement and retention, plus experience leading and mentoring design teams. A digital chef who finds the order in the chaos.

SKILLS

Game Design • Level Design • Systems Design • Content Design • Rapid Prototyping • Game Design Documentation • User Testing & Playtesting • Live Operations • Educational / Learning Design • Team Leadership • Unity • C# • Visual Scripting • Autodesk Maya • Adobe Creative Cloud • VR/AR (SteamVR, Oculus)

PROFESSIONAL EXPERIENCE

Senior Game Designer / Producer — Originator, Inc. | 2023–2026

- Led design on *PAW Patrol Academy*, an internationally recognized IP mobile game for kids 2–5 — Google's Best App of 2023 with 16M+ downloads
- Designed *PAW Patrol: The Game* (2026), the franchise's official playset app, from paper to release
- Designed educational activities and open-ended play systems pairing preschool fundamentals with the PAW Patrol world
- Directed kid-testing and led design teams of 12–30 across engineering, art, and QA; shipped on Android and iOS in Unity

Principal Game Designer — Age of Learning — Glendale, CA | 2018–2022

- Led the creative vision for educational games (grades 3–8) in *Adventure Academy*, the world's first fully educational MMO
- Designed concepts and mechanics that increased retention — *Intellipet Adventures* drove a 9% D1 retention lift in A/B testing
- Mentored junior designers; deployed to PC, Mac, Android, and iOS in Unity

Lead Game Designer — MedStar SiTEL — Washington, DC | 2010–2018

- Owned strategy, planning, and design of game mechanics and assessments for complex healthcare topics; managed a team of 10
- Prototyped features and authored design docs, test plans, and usability labs; shipped to web (HTML5), mobile, PC/Mac, and VR in Unity

Game Designer & Co-Founder — PixelBot Games, LLC | 2013–2019

- Co-founded an indie studio and shipped *CANARI* on Steam — level and combat design, narrative, and QA; owned marketing, brand, and PR

SELECTED TITLES

PAW Patrol: The Game (Originator, 2026) • PAW Patrol Academy — 16M+ downloads (Originator, 2023) • Intellipet Adventures (Age of Learning, 2022) • Adventure Academy — MMO (Age of Learning) • CANARI — Steam (PixelBot, 2013–19) • Trauma Yellow — VR training (MedStar, 2012–16)

HONORS

Google Best App of 2023 — *PAW Patrol Academy* • Smithsonian American Art Museum Indie Arcade 2017 — *CANARI* • IMSH 2017 Best in Show Runner-Up — *Trauma Yellow* • DevLearn 2014 Best Mobile Application — *Virtual Zoll Defibrillator* • Digini Blade3D Award — Presenter, 2009 Game Developers Conference

EDUCATION

Drexel University — M.S., Digital Media, 2009 (Dean's Scholarship; Teaching Assistantship)
University of Baltimore — B.S., Simulation and Digital Entertainment, 2006 (IGDA Member)