

# STEPHEN GLENISTER

## Advanced Game Designer (Cinematics)

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### PROFILE

Highly experienced in cinematography at all stages of game development, both cinematic design and camera artistry.

### SKILLS

- Unreal
- Cinematic Design
- Training and Mentoring
- Unity
- Camera Artistry
- Organisation

### EXPERIENCE

#### Advanced Game Designer (Cinematics), Supermassive Games

Currently I am working on an unreleased title. I work solely on the cinematics, from pre-production, through alpha, beta and master quality levels, both in a Cinematic Designer and a Camera Artist capacity.

Cinematic design work might involve anything from rough white-boxing of levels and implementing placeholder character data.

Camera Artist work involves basic block-outs and framing of shots right through to final camera lock edits.

Prior to this, I worked on the cinematics for 3 released titles, including development of the vertical slice of The Casting of Frank Stone which resulted in the project being greenlit.

Following on from the success of achieving this goal, I was asked to develop the architecture behind how games would be designed in the future for the company, bringing organisation and innovation to the process and promoting cooperation between internal teams.

#### Game Designer (Cinematic and Narrative Team), Supermassive Games

Working closely with the Game Director, and given ownership of specific levels, my cinematography skills were developed further.

The games we make at Supermassive are cinematic and narrative driven. With everything I do I look at how we can convey the emotions and messages we want the player to understand. The intention is to design gameplay and cinematics in such a way as the narrative is diegetic and immersive.

A large part of the job relies on designing and implementing cinematics, and how these will flow and blend seamlessly into the gameplay.

In addition, I demonstrated good soft skills with initiative, teamwork and the ability to organise myself and others when working to deadlines.

#### Game Developer, National Film and Television School

Working primarily in Unity and Maya to develop Harp Song, a Bafta Nominated game pitch.

The 15-minute vertical slice of this game, was developed by myself and one other person.

Working on both the design and programming side, the ambition was to raise funding for this project.

The game was showcased at EGX in 2021.

### EDUCATION

National Film and Television School, Beaconsfield - Masters in Games Design and Development