

# STEPHEN GLENISTER

## Senior Cinematic Artist

**Email:** [stephen.glenister@gmail.com](mailto:stephen.glenister@gmail.com)

**LinkedIn:** [stephen-glenister](https://www.linkedin.com/in/stephen-glenister)

**Phone:** +44 7889 733 445

**Portfolio:** [stephenglenister.com](http://stephenglenister.com)

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## PROFILE

Highly experienced in cinematography at all stages of game development, both Cinematic Design and Camera Artistry. Skilled in Unreal Engine, CryEngine, Unity, video editing, lighting, key-frame animation, training and mentoring.

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## EXPERIENCE

Aug 2025 – Present

### Senior Cinematic Artist, Cloud Imperium Games

I am currently working on CIG's upcoming cinematic FPS experience, Squadron 42. This AAA quality title features a cast of incredible actors, including Mark Hamil, Gary Oldman and Gillian Anderson.

I am responsible for delivering final-quality cinematics, which includes camera work, lighting of characters and environments, animation of hard-surface models, colour grading and post processing effects.

The cinematics are rendered in 4k inside a proprietary game engine, based off CryEngine, and are either used live (real-time) or modified using video editing software, depending on needs i.e. in-game cinematics vs. marketing assets or trailers.

Feb 2022 - July 2025

### Advanced Cinematic Designer, Supermassive Games

I worked across the cinematic department on 3 released titles and the upcoming title 'Directive 8020' from pre-production through to 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 to implementing placeholder character data.

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

In addition to the in-game cinematic work, I was also solely responsible for creating and rendering cinematics from the engine for use in trailers.

### Game Designer (Cinematics), Supermassive Games

Working closely with the Game Director, and given ownership of specific levels, the task was to use cinematics to convey the emotions and messages we want the player to understand. The design and implementation of cinematics needed to feel natural and blend seamlessly with the gameplay.

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

Jan 2020 - Jan 2022

### 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.

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## EDUCATION

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