

# RANDOLPH STEVEN STAYER

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**OBJECTIVE** | To belong to a creative, passionate, and goal-oriented team working on innovative and interesting projects as a creative leader, collaborating with all departments to craft memorable experiences.

**SKILLS** | Product Design  
High Level Design  
Team Leadership & Mentorship  
Production Planning (internal & external)

World, Story & Mission Design  
Meta Game & Progression system Design  
Battle Mechanics  
Level Architecture

**EXPERIENCE** | **DESIGN DIRECTOR – GUMI CANADA**  
OCTOBER 2014 – APRIL 2016  
Project Throne - new Fantasy RPG (iOS/Android)

- Co-founder and key member of studio leadership
- Creation of new IP from inception to production
- High level game design
- Design leadership and mentorship
- Prototypes and 3D assets
- Core gameplay mechanics
- Meta game and progression systems
- Tuning and balancing

**LEAD DESIGNER – CAPCOM**  
JUNE 2013 – AUGUST 2014

Unannounced Project (Xbox One)  
Dead Rising 3: Fallen Angel (Xbox One)  
Dead Rising 3: The Last Agent (Xbox One)

- High level game design
- Story, missions and world design planning
- Core Concepts and visual reference for World Design
- Prototype planning and production
- Pre-pro planning and organization
- Competitive product analysis
- Gameplay metrics and mechanics
- Design leadership and mentorship

**LEVEL ARCHITECT – CAPCOM**  
FEBRUARY 2009 – MAY 2013

Dead Rising 3 (Xbox One)  
Dead Rising 2 (Xbox 360/PS3)  
Dead Rising 2: Case Zero (Xbox 360)  
Dead Rising 2: Case West (Xbox 360)  
Dead Rising 2: Off The Record (Xbox 360/PS3)

- Gameplay metrics
- Design mentorship
- Narrative and gameplay planning
- 2D World maps & 3D grey block
- Content placement (missions & sandbox)
- Write-up & presentation of design documents and briefs
- Analyzation and implementation of solutions to telemetry data

**SENIOR ARTIST – THREEWAVE SOFTWARE**  
OCTOBER 2006 – SEPTEMBER 2008

Ghostbusters: The Video Game (Xbox 360/PS3) (Multiplayer)

Army of Two (Xbox 360/PS3) (Multiplayer)  
Turok (Xbox 360/PS3) (Multiplayer)

- 3D asset creation
  - Character Models
  - Environment Models
- Craft and career Mentorship
- Collaboration with external partners: Propaganda Games

**LEAD CHARACTER ARTIST** – ELECTRONIC ARTS CANADA  
MARCH 2004 – AUGUST 2006

FIFA 2005 (Xbox/PS3/Gamecube)  
FIFA 2006 (Xbox/PS3/Gamecube)

- Create visual targets
  - Character models
  - Environment models
- Craft mentorship
- Comprehensive competitive analysis
- Manage outsource efforts

**LEAD ARTIST** – ELECTRONIC ARTS CANADA  
MARCH 2003 – FEBRUARY 2004

NBA Live 2004  
NBA Street 3  
NCAA March Madness 2004  
NCAA March Madness 2003  
SSX3

**ENVIRONMENT ARTIST** – MAINFRAME ENTERTAINMENT  
SEPTEMBER 2002 – FEBRUARY 2003

Barbie in Swan Lake

**EDUCATION** | **VANCOUVER FILM SCHOOL**  
3D ANIMATION AND EFFECTS  
3D Diploma

**SOFTWARE** | Unity  
Unreal  
Frostbite  
Photoshop  
Illustrator  
3DS max  
Maya  
Office  
Visio  
Perforce  
Jira