

**Steven Lumpkin**  
Game Designer and Associate Producer

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**Objective** A strong contribution in team leadership to a high production value, next generation project which pushes industry boundaries and empowers both player stories and designer stories.

**Areas of Expertise** Building team consensus by motivating enthusiasm and personal investment in the design process.  
Designing excellent, high value, team oriented multiplayer experiences.

Visual Scripting  
Encounter Design

Collaborative Development  
Rapid Prototyping

Level Design  
Team Leadership

**Experience** **Funcom, Inc** **2007-2013**



Funcom is a Norwegian video game developer specializing in online games. It is best known for the massively multiplayer online role-playing game titles *Age of Conan*, *Anarchy Online*, *The Secret World*, and its *The Longest Journey* series of adventure games.

**Associate Producer** **Funcom, Inc.** Montreal, QC, *11/2012-Present*

- Ensured both the quality and deadlines of the content team's deliveries after the launch of *The Secret World*.
- Oversaw the team's transition from subscription-based to DLC-style content production.
- Attended the Montreal International Gaming Summit 2012, with focus on the management track.

**Gameplay Designer** **Funcom Inc.** Montreal, QC, *02/2011-11/2012*

- Fully implemented two dungeons, Hell Raised and Hell Eternal, and provided designs and scripts for additional encounters in other areas.
- Mastered the use of Funcom's toolkit for content creation, including spells, items, monsters, encounters, and visual effects.
- Joined a team representing Funcom in San Francisco at GDC 2012, helping to showcase our unique dungeons in presentations to the press.
- Adopted a managerial role for the content team's tasks and priorities on a temporary basis, as needed.

**Junior Gameplay Designer** **Funcom Inc.** Montreal, QC, 09/2010-02/2011

- Readily sought instruction in learning Funcom's visual scripting tool, rapidly demonstrating impressive progress.
- Proved competency with both design and tools with the first iteration of Hell Raised.
- Presented Hell Raised to PC Gamer Magazine for an exclusive feature.

**QA Senior Tester** **Funcom Inc.** Durham, NC, 05/2010-09/2010

- Assisted the Lead Tester in team management and test coordination, in addition to standard testing duties across multiple PC projects.
- Moved to Montreal, QC, to help establish the new studio's QA department.

**QA Tester** **Funcom Inc.** Durham, NC, 06/2007-05/2010

- Provided critical testing on multiple MMO projects over a 3-year time period, from before the release of Age of Conan, to after the release of its expansion.

**Red Storm Entertainment**

2004-2005



Ubisoft Red Storm (formerly Red Storm Entertainment) is a wholly owned subsidiary of Ubisoft Entertainment, specializing in video games and related merchandise, mainly based on the works of the writer Tom Clancy.

**QA Tester** **Red Storm Entertainment** Morrisville, NC, 06/2005-08/2005

- Provided in depth functionality testing for *Rainbow Six: Lockdown*

**QA Tester** **Red Storm Entertainment** Morrisville, NC, 06/2004-08/2004

- Provided in depth functionality testing for *Ghost Recon 2*

**Education**

University of North Carolina at Chapel Hill  
Bachelor of Music, 2007

**Production Credits**

**The Secret World: The Vanishing of Tyler Freeborn**

**Design Credits**

**The Secret World**

**QA Credits**

**Age of Conan: Rise of the Godslayer | Age of Conan | Rainbow Six: Lockdown | Ghost Recon 2**