

# Grant C. Lewis

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Accumulated an expansive toolset of leadership and management skills through experience as a Producer on several projects, a motion capture technician for Rouge MoCap, and an Armory Custodian and Fire Team Leader in the United States Marine Corps.

## Experience

### **Carpathian Games**

June 2020 – September 2020

#### **Producer**

Created an agile scrum workflow for a small team using Jira and Confluence to facilitate the production of a new game. Tracked different disciplines in their tasks, assigned work to sprints, and managed a backlog of tasks to complete the game for a PAX launch.

### **Kaptured Motions**

August 2018 – Present

#### **Data Technician**

Using Vicon Blade 2.6.1, receive data from client's motion capture team, fill in gaps, replace occluded markers, and return the data to the client ready for animation.

### **Rouge MoCap**

June 2018 – December 2018

#### **Motion Capture Supervisor/Technician**

Working alongside AAA game studios, a technician for Rouge MoCap's studio. Responsibilities include running the reference camera operations, marking talent, calibrating, running Vicon Blade 2.6.1 capture system, transferring data to the client, and cleaning data for clients when requested.

### **United States Marine Corp**

1st Battalion 5th Marines, Charlie Company

June 2014 – June 2018

#### **Rifleman**

2014-2018

The Riflemen employ the M16A4/M4 Service Rifle, the M203 Grenade Launcher, and the M27 Infantry Automatic Rifle (IAR). Riflemen are the primary scouts, assault, and close combat forces available to the MAGTF. Non-commissioned Officers are assigned as Fire Team Leaders, Scout Team Leaders, and Rifle Squad Leaders.

#### **Armory Custodian**

2016-2018

- Directly responsible for over \$4.7M in weapons, optics, and other critical items of National Security.
- Coordinated training events, movement of weapons, and accountability techniques with senior leadership.
- Responsible for the accountability of all weapons and their operational readiness.
- Created, implemented, and maintained a detailed database to track all weapons for Charlie Company.

## Education

- Lake Washington Institute of Technology – 2019 to Present – BAS Game Development & Interactive Media
- Jira Certificate – January 2021 – Managing Jira Cloud Projects (ACP-620)
- Lance Corporal Leadership and Ethics Certificate of Completion
- Course certified in Martial Arts, Combat Driving, and qualified in pistol and rifle proficiency.

## Achievements

- Successfully developed, produced, and presented a new game at PAX Online 2020.
- Completed two Marine Corps deployments, 11 countries.
- Became a Non-Commissioned Officer during my time of service.
- Created and implemented a new armory database management system, becoming the Standard Operating Procedure for my company.

## Interests

- Rock climbing, camping, hiking, and off-road adventuring
  - Play Elder Scrolls Online, Skyrim, Elite Dangerous, and Star Citizen
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