

# STIMSON E. SNEAD

**Narrative Director | Writer | Filmmaker | World-builder**  
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[IMDb](#) | [Director's Reel](#) | [Writer's Reel](#)

Narrative director and world-builder with 15+ years leading award-winning projects across film, series, and education, now focused on bringing that craft into games. Directed a \$3M indie feature (*Tim Travers*), created content for NASA and PBS, and wrote 10+ original screenplays spanning sci-fi, satire, and emotional realism. Experienced with IATSE crews, DGA directors and SAG-AFTRA talent, 100+ crew teams, and end-to-end execution across complex, multi-location shoots.

## SELECTED FILM & CROSS-MEDIA NARRATIVE WORK

### **Tim Travers & The Time Traveler's Paradox**

*Feature Film | Writer-Director | 2023-25 | North by Northwest Studios*

Cast: Joel McHale, Felicia Day, Danny Trejo, Keith David

- Directed all creative aspects across multiple locations with a \$3M budget
- Managed a crew of 100+ across pre-production, production, and post-production
- Built a paradox-driven world blending existential themes with dark comedy
- Widespread critical acclaim:
  - 86% Fresh on Rotten Tomatoes
  - "Madcap gem" – *SciFi Now*
  - "Pushing the paradox to its outer limits" – *The New York Times*
  - Over 30 festival selections; wins include Best Sci-Fi Feature (Portland), Best Comedy (Cinequest), and Audience Award (FilmQuest)

### **Spirit: A Martian Story**

*Educational Animated Short | Writer-Director | NASA & Buzz Aldrin Foundation*

- Designed and directed a story to teach STEM through emotion and narrative
- Cast Tara Strong as the lead voice; introduced by Steve Squyres (head of the Mars rover mission)
- Animation-driven project distributed to 200+ U.S. schools
- Demonstrated ability to distill scientific concepts into an accessible, engaging narrative

### **The Adventures of Chadwick Periwinkle**

*Web Series | Creator-Director-Showrunner | 2012*

- Independent surrealist science-fantasy series
- Produced and directed 3+ hours of serialized content, green-screened with custom-painted sets
- Built a micro-studio pipeline to execute vision with lean budgets
- Themes range from metaphysical comedy to techno parody and societal absurdism
- Acted as writer, director, editor, VFX supervisor, and distribution strategist

### **Orion's Arrow (PBS Style Series – In Development)**

*Creator | Narrative Lead | Educational Sci-Fi*

- Developing a speculative fiction framework grounded in a real-world science curriculum
- Designed episodic arcs blending kid-friendly adventure with philosophical and emotional depth
- Currently in partnership discussions for platform integration

## GAME WRITING & INTERACTIVE NARRATIVE

### **Narrative Design & Game Writing Certification (2023-24)**

*The Narrative Department*

- Intensive training under writers from *Hogwarts Legacy*, *Control*, and *Elden Ring*
- Focused on: branching narratives, modular storytelling, dialogue systems, and lore mechanics
- Trained in Twine, Ink, Unity narrative modules, and cinematic scripting for games

### **"THE JUNK SEA" Game Prototype (In Progress)**

- Developing a playable story framework for interactive adaptation

- Translating metaphysical paradox mechanics into choice-driven gameplay
- Designing character arcs that evolve based on narrative decisions and time-loop logic
- Full pitch deck available on request

## Freelance Writing & Narrative Consulting

2008–Present

- Ghostwriting, worldbuilding, and story consulting for film, animation, and indie game teams
- Expertise in helping studios find their story logic, emotional core, and thematic consistency
- Known for solving story structure issues and designing systems of meaning within a fictional world
- Delivered treatments, bibles, pilots, pitch decks across live-action, animation, and transmedia IPs

## AWARDS & RECOGNITION

- **Best Comedy – Cinequest (2024):** *Tim Travers* recognized for genre-defying tone, narrative ambition, and sharp comedic execution
- **Best Sci-Fi Feature – Portland Int'l Film Festival (2024):** Awarded for conceptual originality and ensemble performance
- **Audience Award & Best Actor – FilmQuest (2023):** Praised for engagement, character multiplicity, and genre craft
- **Best Feature – Boston SciFi Film Fest (2023):** Honored for philosophical scope and satirical invention
- **Best Narrative Short – Vegas Movie Awards (2022):** *Spirit: A Martian Story*, recognized for emotional clarity in STEM storytelling
- **Finalist – Raw Science Film Festival (2021):** Selected for excellence in science-based narrative filmmaking
- **Best Emerging Filmmaker Nominee – BIFFF (2020):** Nominated for innovation in surrealist genre direction
- **Finalist – ScreenCraft Sci-Fi Screenplay (2019):** Remarkd for conceptual layering and character-driven storytelling

## EDUCATION

### The Narrative Department – Narrative Design Certification (2025)

- Advanced coursework in interactive narrative, branching structure, and dialogue design
- Mentored by narrative leads from *Control*, *Hogwarts Legacy*, *Spider-Man*, and *Elden Ring*

### Eastern Washington University – B.A. in Electronic Media & Film (2004–2009)

- Graduated with Honors, recipient of **Professors' Award for Directing Excellence**
- Focus on screenwriting, directing, and visual storytelling fundamentals

## CORE COMPETENCIES

- **Narrative Direction** – Led multi-million-dollar productions; managed SAG-AFTRA talent and 100+ crew on VFX-heavy shoots
- **Worldbuilding & Story Logic** – Built thematically cohesive narrative systems
- **Cross-Format Adaptation** – Developed IP for film, animation, and education; adjusted tone and pacing per audience
- **Production Execution** – Delivered high-impact content under tight schedules and creative pressure
- **Creative Systems Thinking** – Unified story, visuals, sound, and post into scalable pipelines
- **Cinematic Tools** – Proficient in Final Draft, Adobe Suite, Resolve, Premiere, ProTools, and basic After Effects/VFX workflows