



STEFAN GRAMBART

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"(Stefan) brings a bright and welcoming spirit, a refined and deep palette and industry-leading thought and skill."

-Elvedin Terzic, developer

I am an Emmy® award-winning Creative Director pushing at the boundaries where cutting-edge technology and storytelling intersect.

I work with clients and partners in television, film and advertising to translate existing IP into compelling digital narratives, games and interactive experiences.

I am keenly interested in how collaborative storytelling will shape the future of VR, gaming, and entertainment in general.

KEY ACCOMPLISHMENTS

20 years of design and innovation across diverse industry sectors within agencies, studios, government and as an entrepreneur.

Creative leadership, from concept to successful pitch and execution on key projects for leading entertainment studios, broadcasters and global brands such as Fox, Warner Brothers, NBC, Syfy International, PBS, PepsiCo, WWF, Playtex, Nestlé, Citibank, Shaw, CBC, NFB, and Corus.

International speaking experience on interactive narrative, visual storytelling, creativity and technology, virtual reality and emerging platforms.

Multiple awards and honours for creative excellence in digital advertising, interactive broadcast and VR.

EXPERTISE

Application of various skills (brainstorming, wireframes, illustration, storyboarding, pitch decks) to interpret and translate complex requirements into simple and beautiful solutions and user experiences.




Management of large multi-disciplinary teams of creative professionals including writers, concept artists, graphic and web designers, 3D modellers and audio composers to realize and prove out design concepts.

Collaboration with technical and production teams to produce world-class engaging and emotional interactive experiences that harness the potential of emerging technologies.

Creative oversight during production, from script/scene breakdown, casting, voice recording, sound and music integration, motion capture and final tweaking of various scenes and sequences.

Prototyping, usability and user testing of projects to ensure interactive integration.

Inspirational communication, excellent verbal and written skills, comfortable with large executive audiences.

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"A natural born storyteller and skilled creator, Stef is a remarkable talent. If you get a chance to work with him, you should take it!"
-Sara Schuermann, UX designer

"A devout team builder, he promotes that the best work is born from a healthy, positive studio environment where anything is possible with hard work and a dream."
-Simon Brooks, creative director



PROFESSIONAL EXPERIENCE

- 2017-Present Independent Writer/Director
Working on several interactive design projects including games and AR/VR.
- 2011-2017 Creative Director at Secret Location / eOne
Clients: PepsiCo, BMO, Corus, Shaw, PBS, Syfy International, FOX TV, NBC/Universal, WWF, and Entertainment One
- 2009-2011 Senior Art Director at Real Interactive / 6Degrees
Clients: Schick, Orville Redenbacher, Kinder Chocolate, Irish Spring, Clorox, Brita, Canadian Tire, and Hidden Valley Ranch
- 2006-2009 Creative Director at Fenix Solutions
Clients: NAVCANADA, Tourism Ottawa, National Gallery of Canada, and Carlingwood Shopping Centre
- 2004-2006 Interactive Designer at Pixelera Inc.
Clients: National Research Council of Canada, Health Canada, and the Canadian War Museum
- 2003-2004 Lead Designer at FAR Support
Clients: Canadian Automobile Association, and iBEC
- 1996-2001 Animator, FX/Prop Designer, Layout Artist
Clients: Warner Brothers, Canal+, Hasbro Interactive, CTV, CBC, Nelvana, Nickelodeon, CBS, Cinar, Nelvana, Teletoon, YTV, Fisher-Price, Paramount Television, and MTV
Projects: Space Jam, Bob Morane, My Little Pony, Watership Down, Jeopardy!, Guess Who?, Freaky Stories, Q*Bert, Undergrads, Franklin, and Rescue Heroes

CONCURRENTLY




- 1998-2017 Freelance Illustrator & Interactive Director
Clients: Critical Mass, Pearson Publishing, Johnshen Stationary, Raising The Village, Citibank, Nestlé, Canadian Improv Games, Women in Film and Television Toronto, Knorr, Unilever, Ivanhoe Cambridge, and Global Affairs Canada

FEATURED PROJECTS

Halcyon, a first-of-its-kind short form, hybrid broadcast/digital/VR series. A development deal in partnership with SyFy International brought it to 80 territories globally, in multiple languages. In the US, it has been optioned for an hour-long TV version with a leading studio. The project was nominated for a 2017 Webby Award (VR Gaming, Interactive, or Real-Time).

Sleepy Hollow VR, an immersive experience based on the Fox television show which was further embedded into an end-to-end installation at San Diego Comic-Con International. It was awarded the first ever Primetime Emmy® for VR (Outstanding Creative Achievement in Interactive Media - User Experience and Visual Design).

Ebola Outbreak: A 360 Virtual Journey, an exploration of how the massive epidemic began, and why it wasn't stopped sooner. It was filmed on the ground in West Africa in partnership with PBS investigative series Frontline. Winner of the inaugural Peabody-Facebook Futures of Media Award.

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Project Literacy: The Lives Unseen, an educational VR campaign designed to inspire empathy for the struggles of people with illiteracy. Convened by Pearson and developed in collaboration with IDEO, the installation premiered at the World Economic Forum in Davos-Klosters, Switzerland.

Grojband – The Show Must Go On! is a transmedia game competition that allows kids to show off their creativity and express their love for the show GrojBand by creating animated “Wicked Cool Transitions” like the ones on the show – with the chance for their transitions to be shown on-air during the series’ broadcast. Grojband won Best Web-based Game at FITC, and a Canadian Screen Award for Best Cross-Platform Project - Children & Youth.

SELECT HONOURS & AWARDS

Primetime Emmy® Award

Sleepy Hollow VR Experience | Outstanding Creative Achievement in Interactive Media, User Experience and Visual Design

Peabody-Facebook Award

PBS Frontline: Ebola Outbreak VR | Futures of Media

Canadian Screen Awards

Highrise: Universe Within | Best Original Interactive Production
Big Brother Canada S02 | Best Cross-Platform Project - Non-Fiction
Grojband: The Show Must Go On | Best Cross-Platform Project - Children & Youth
In Real Life Season 3 | Best Cross-Platform Project - Children & Youth

FWA / Adobe Cutting Edge Award

Highrise: Universe Within | Site Of The Week

Webby Award

Highrise: Universe Within | Best Use of Interactive Video

FITC Awards

Grojband: The Show Must Go On | Web-based Game (Flash/Unity)
What Are The Sevens? | Self-Promotion

I’ve also had my work featured on Engadget, Mashable, The Verge, A.V. Club, Upload VR, and in the Hollywood Reporter and Forbes magazine.

“In addition to being a talented designer and exceptional illustrator, Stefan is an extremely creative individual and strong conceptual thinker.”




-Tim Smith, creative director

SELECT ENGAGEMENTS

I’ve been invited to present as a speaker, panelist, and contributor at numerous creative technology events and lecture series in Canada, and around the world.

- Byron Bay Film Festival
- Irish Film Board & Audi Ireland
- Digital Hollywood
- FITC (Toronto & Amsterdam)
- Augmented World Expo
- Montréal International Game Summit
- Toronto Animation Arts Festival International
- National Film Board of Canada



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"Not only does he have a knack when it comes to ideation and concept creation (aka he comes up with awesome ideas), but he has the insight, knowledge and passion to bring those ideas to life."

- Ashlee Lougheed, PM

EDUCATION

Graphic Design & Multimedia

Algonquin College of Applied Arts & Technology - Certificate with Honours

Classical Animation

Algonquin College of Applied Arts & Technology - Diploma

Fine Arts

University of Ottawa

ADDITIONAL COURSES

Forward/Story (Columbia University)

2016 artist in residence

Story with Josh Cooley (Pixar)

The Animation Arts Festival International Masterclass

How To Write Comics I & II

Ty Templeton's Comic Book Bootcamp

Pixar Artists' Masterclass with Matthew Luhn and Andrew Gordon

The Vancouver Institute of Media Arts

PERSONALITY TRAITS

Passionate, curious and future-oriented.

Unafraid of new, complex and ambiguous challenges.

Love for the details, seen from up high.

Hands-on, tenacious, self-motivated.

Caring, active listener, low-ego leadership style, proven to motivate and inspire.

LANGUAGES

English, German, and French

