

Sean Vesce

Game Developer, 20after1

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I am a Seattle based video game developer. I've served in key leadership roles on more than a dozen major game projects from concept through post-production. My work, in collaboration with many talented developers, has delighted global audiences and earned wide international acclaim.

I am the founder of [20after1](#) a Seattle based independent development collective who is working with companies like Google to develop shared gaming experiences that help bring people together using emerging technologies like Augmented Reality.

In 2011, I received an invitation from [E-Line Media](#) and the [Cook Inlet Tribal Council](#) to visit Alaska to start a conversation with members of the Iñupiat community. The community was inspired to use new technologies to celebrate and share their cultural values and traditions to both instill pride in their communities and catalyze the curiosity of a worldwide gaming audience. I was selected to build a new development studio in Seattle to support the production of Never Alone and lead the project's Creative Direction.

Never Alone was one of the most fulfilling projects of my career. The opportunity to build games while working directly with a community to help give voice to their culture was a once in a lifetime opportunity.

Over a dozen trips to Alaska and the many visits by Alaska Native collaborators to our studio in Seattle we developed mutual trust and built a work of lasting importance together. The trust allowed us unprecedented access to the community including being invited to participate in sacred cultural and community events.

The game and our process for inclusive development was widely covered by national and international press.

Never Alone serves as a model for how to appropriately infuse real world cultural values, history and storytelling traditions into a video game. Through Never Alone we demonstrated how to develop games collaboratively and inclusively with the communities we seek to authentically represent.

You can learn more about my work at <http://vesce.net>



