

About - Team



TOMB RAIDER

STAR WARS
BATTLEFRONT



**RED DEAD
REDEMPTION**

MUSHROOM
WARS

MAGIC
The Gathering

ZOO
TYCOON

STAR TREK
LEGACY



TONY HAWK'S
MOTION

Barbie
digital
makeover



Disney
**The
Jungle
Book**



THE OREGON TRAIL



Scott Hyman, Chief Executive Officer and Co-Founder, has made video games for 20 years. Most recently, he oversaw studio development at Creat Studios and MocoSpace, launching mobile and PlayStation Network titles. Previously, he managed production for dozens of mobile titles as a Producer for Vivendi Games and JAMDAT (which is now EA Mobile). Scott began his career as a character animator, creating and animating characters for Pandemic Studios, DreamWorks Interactive, and Activision for high-profile games based on *Star Wars*, *Jurassic Park*, *Sesame Street*, *Tony Hawk* and more. He lives with his wife and two sons near Boston, splitting time between creating games with his 7-year-old and rooting for all four local sports teams.



Parker A. Davis, President/COO and Co-Founder, is a 20-year veteran video game producer and game designer. His expertise leading creative teams and organizing complex productions delivered high quality games for top industry publishers like Square-Enix, Ubisoft, Rockstar, Bethesda, Activision, Mattel, Electronic Arts and Virgin Interactive. His achievements include Walt Disney's *The Jungle Book* (Best of WCES 1994), Activision's *Call to Power II* (E3 Best of Show 2000), *Star Trek: Legacy* (Best of E3 2006) and *Star Trek: Bridge Commander* (E3 Top 20 2001). Parker recently served as Senior Producer on AAA blockbuster hits *Red Dead Redemption* (2010 Game of the Year) and *Tomb Raider* (IGN Best in Show E3 2012). He lives in New Hampshire with his wife, two sons and Harley Davidson motorcycle.



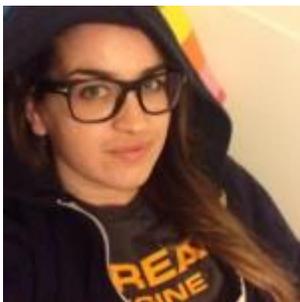
Chris “Sage” Granger, Consulting Chief Technical Officer (CTO), is a polymath and game industry pioneer with over 25 years experience leading successful development efforts. His wide interdisciplinary expertise includes engineering and computational science, and his professional experience spans some of the world's most respected organizations, including NASA, DreamWorks, Crystal Dynamics, Capcom, Symantec, and others. Sage has shipped multiple products on both PCs and consoles, and is an active U.S. patent holder with numerous pending patents. He currently serves as a consulting CTO for organizations across several industries.



Keith Carpentier, Design Director, is a veteran product-focused game designer with special expertise in game economies and monetization. Keith produced free-to-play cross-platform social games for MocoSpace after designing for the *Zoo Tycoon* series. A life-long aficionado of collectible card games, Keith turned this passion into an entrepreneurial endeavor in 2012 when he became co-owner of Boston’s JP Comics & Games, where he coordinates weekly *Magic: the Gathering* events. He lives with his wife and cat in Boston, MA, where he stays busy by juggling building games, running a small a comic and game shop, and having a '9-5'. He does not sleep



Andrew Probasco, Game Designer, has experienced game development from all sides - as a tester, designer, developer, and professional game player when he played on the *Magic: the Gathering* Pro Tour, and was a finalist in the first Wizards of the Coast "Great Designer Search." Andy worked on the game Zoo Kingdom and designed the social games *The Oregon Trail* and *Where In The World is Carmen Sandiego?* for Blue Fang Games.



Emma Clarkson, Product & Community Manager, has worked in marketing and community management on a variety of game platforms. As Marketing Manager for Metaversal Studios, she devised and managed the promotional strategy for a range of iPhone, iPad, Android, and Facebook games. Recently, as Community Manager for Stomp Games, she helped develop the player community and contributed to marketing management for the Facebook game *Robot Rising*. Emma is a lifelong gamer with a passion for games of many genres on consoles and PC.

About - Key Partners



Blue Dream Studios - *Story and Art Development* - Originally created as a “Work for Hire” studio in 2000, Blue Dream Studios evolved into an award-winning original content publisher, owning over 20 critically acclaimed titles in our ever-growing library. Our virtual studio continues to grow with over 300 artists, programmers, animators, and technicians worldwide working, with us to produce mobile games, feature films, animated series, and graphic novels based on popular licenses such as Spider-Man, Star Wars, and Power Rangers as well as our own beloved line of books and toys. This dynamic allows us to both grow the studio’s reputation through big budget films and properties while also empowering us to continue to build our own valuable library of Intellectual Properties.

Apocoplay - *Production and Engineering* - **Apocoplay** is a Boston-based video gaming start-up that is marrying a true passion for board and card games with deep software engineering experience to create digital products in the rapidly expanding mobile and browser-based markets. The company, which owns and operates popular CCG Alteil in the United States, is currently using its proprietary platform to create *Alteil: Horizons*, a sequel that features advanced strategic elements and work from artists behind some of the world’s most popular anime franchises, comic books and webcomics.

Privo - Online Child Protection- Founded in 2001, Privacy Vaults Online, Inc., (PRIVO), is a FTC-approved, neutral third-party Children’s Online Privacy Protection Act (COPPA) Safe Harbor and identity & consent service provider. PRIVO enables websites, apps, games and other online services to comply with the Children’s Online Privacy Protection Act (COPPA) when they interact with and market to children online under the age of 13 (“U13”). PRIVO’s core business is to deliver easy to use, safe management of parental consent for children. This core service enables companies with the knowledge, resources and tools necessary to initiate and manage responsible and effective youth and parent relationships online. PRIVO is a women-owned small business located in Northern Virginia.