

Pictured in the image in this folder

Matt Canei (center)

CEO, Creative/Art Director, Lead Environment Artist, Co-Designer on the game. Shipped 4 AAA titles in professional career. Started +Mpact Games in 2008 with Connor and Ajani during college to create games that can inspire players through relevancy and personal triumph.

Connor McCarthy (left)

COO, Lead Writer, Lead Level Designer, Co-Designer on the game. Extensive UX work with Nationwide, Cartoon Network and other clients. First member of +Mpact Games when it began as a college project.

Ajani Thomas (right)

CTO, Lead/Systems Programmer, Co-Designer on the game. Extensive work as a CTO for software development for large clients through a consulting firm. Works include Adobe and Bose. Ajani has been with +Mpact Games since 2008 when it was co-founded by the three.

More team members information available by request.