



# SUMO DIGITAL MEDIA PACK

V1.0 – November 2023

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## Overview of Sumo Digital

With a history of creating exceptional games spanning over two decades, Sumo Digital has grown from a team of 13 people to over 1,300 across 17 international studios. The business was founded by Carl Cavers, Paul Porter, Darren Mills, and James North-Hearn and quickly established itself as a reliable and collaborative development partner for premier games publishers worldwide, developing award-winning titles for every gaming platform.

Sumo Digital is Sumo Group's primary business and one of the UK's largest independent creators of AAA-rated video games providing turnkey and co-development solutions to a global blue-chip client base from studios in Sheffield, Newcastle, Nottingham, Leamington Spa and Warrington, plus Pune and Bangalore in India.

BAFTA award-winning The Chinese Room in Brighton, Red Kite Games in Leeds, Lab42 in Leamington Spa, PixelAnt Games in Wroclaw, Poland and Czech Republic and Timbre Games based in Vancouver, Canada also falls under the Sumo Digital umbrella along with the award-winning design studio Atomhawk, who have bases in the UK and Canada.

Midoki, a mobile and live service games developer based in Leamington Spa, is the most recent studio to join the Sumo Digital family.





Sumo Sheffield

<https://sheffield.sumo-digital.com/>

Founded in 2003, and celebrating its 20th Anniversary this year, Sumo Sheffield was the first of the Sumo Digital studios. Firmly established as the premium development partner of leading publishers, we are trusted to deliver high quality games associated with some of the most iconic and valued properties in the industry, or by generating innovative new IP. With a highly skilled body of almost 300 developers, we work across all platforms, on a selection of AAA games covering multiple genres including Sports, FPS, and platform adventure.



Sumo Nottingham

<https://nottingham.sumo-digital.com/>

Since 2016, Sumo Nottingham has been known for crafting inclusive, innovative action and racing titles for console and PC. Bringing together industry veterans with the best new talent in the industry, we are working on a diverse and exciting mix of new projects – including the upcoming The Texas Chain Saw Massacre.

Our vision is to create AAA games with innovation, character and accessibility at their very core. The studio most recently developed the 2023 released The Texas Chain Saw Massacre, published by Gun Interactive, an asymmetrical horror experience based on the groundbreaking and iconic 1974 horror movie.



Sumo Leamington

<https://leamington.sumo-digital.com/>

Sumo Leamington was established in March 2019, and is managed and operated by a team of industry veterans with deep experience of service-based games. Our vision statement is quite simply 'we make you look forward to tomorrow'; a vision to make games which players will keep coming back to – day after day, year after year. We also believe that by putting people and purpose first, our studio culture is one that drives performance, boasts enthusiasm, and is something that the team are proud to say they are part of.



Sumo Warrington

<https://warrington.sumo-digital.com/>

Sumo Warrington delivers dependable technical excellence to the world's most ambitious developers and publishers on world-renowned games. With a growing team of talented experts in PC and console engineering, from graduates to

industry veterans, we pride ourselves on our commitment to learning and our aptitude for pragmatic problem-solving at the cutting edge of technology. The excellence and expertise of Sumo Warrington has contributed to some of the biggest games and most well-known IP in recent years.



#### Sumo India

Sumo India was established in 2007 in Pune and was one of the first major AAA game development studios in this country and the second studio to be set up by UK-based, Sumo Digital. With the expansion into Bangalore further strengthening our stance as one of the leading end-to-end creative development studios in the country, we've grown to over 150 talented individuals and pride ourselves on the individual projects that we create thanks to our team of fantastic people.



#### Atomhawk

<https://atomhawk.com/>

Atomhawk is the games industry's go-to partner for ideas that move from concept to completion. Our team of visionaries achieve extraordinary feats that would be impossible alone. We bottle that lightning, build whole worlds of wonder from just a single thought to make the unbelievable, believable. Our clients trust us to deliver great stuff on time, every time. We don't just stay up to date, we stay a step ahead, in the know and open to learning more. We want to do the best work of our lives today, and then again tomorrow and each of us brings something unique to the process. We have diverse talent, diverse experience, diverse skills, and that expansive range is what lets us articulate incredible ideas in a multitude of unbelievable ways.



#### Sumo Newcastle

<https://newcastle.sumo-digital.com/>

Located in the heart of the Northeast, Sumo Newcastle is a studio with a proven track record of delivering projects to a high standard, specialising in creating new IP with a focus on multi-player action games – including the 2021 release Hood: Outlaws & Legends.



#### Lab42 Games

<https://www.lab42.games/>

Lab42 Games is a best-in-class cross-platform game developer based in the UK, specialising in full SKU and co-development alongside live ops. Since starting out as a handful of developers back in 2015 our headcount has grown over 60 people and we've most recently worked on titles such as Crusader Kings III with Paradox Interactive and No Brakes Games on Human Fall Flat. Our team are at the heart and soul of our success and supporting and uplifting our team is a top priority. Our studio culture is positive and ethical and encourages a healthy work-life balance and we're dedicated to making a positive impact on the wider games industry.



PixelAnt Games

<https://pixelantgames.com/>

Founded and led by industry veterans Pawel Rohleder and Adam Lasoń with over 35 years combined in the industry, PixelAnt Games is renowned for its work-for-hire, co-development, and original IP projects across current and next-gen platforms in Poland and the Czech Republic. We operate according to our 'Gamedev 2.0' concept created by our founders, which allows for a kinder, smarter way of making games.



Red Kite Games

<https://www.redkitegames.co.uk/>

Founded in 2012 by Simon Iwaniszak, Red Kite Games is now part of the Sumo Digital family of studios. Being technically-led and creatively accomplished, Red Kite takes on work-for-hire, co-development and original IP projects. Having built a reputation for delivering a high-quality service creating AAA PC/console games, Red Kite specialises in supporting world-class publishing partners.



The Chinese Room

<https://www.thechineseroom.co.uk/>

The Chinese Room is the Brighton-based award-winning developer of Dear Esther, Amnesia: A Machine for Pigs, Everybody's Gone to the Rapture, and Little Orpheus. We strive to spin worlds, sculpt characters, and weave narratives that are compelling, rich, and emotive. As humans, we've always told stories and played games. What we get to do, every day is amazing.



Timbre Games

<https://www.timbregames.com/>

Timbre Games is a Vancouver-based game development studio built on a mix of experienced leadership and fresh new ideas. At Timbre, we believe that Culture Drives Creative, drawing on our community and our diversity to build games with unique perspectives and broad appeal. Our mission is to build a world-class network of game studios across Canada, focused on unique AAA games that are accessible for everyone.



Midoki

<https://www.midoki.com/index.html>

We are a fresh games studio based in Warwickshire, the heart of the English countryside. Founded by a small team of veteran game developers in late 2011, our focus is the creation of ground-breaking, socially-connected games that deliver rich entertaining experiences to the mobile space.

# QUICK FACTS

## Our history

### 2003:

Carl Cavers, James North-Hearn, Paul Porter, and Darren Mills founded **Sumo Digital**, based in Sheffield.



### 2007:

A second studio is opened in Pune, India – **Sumo Videogames Pvt**



### 2014:

Carl, Paul, Darren and Chris Stockwell led a management buyout

### 2016:

Sumo's second UK studio, **Sumo Nottingham**, is founded

### 2017:

Sumo Digital acquires **Atomhawk**, a premium digital art and design agency in Newcastle, and **Sumo Group plc** is formed and joins the AIM LSE in December



### 2018:

The CCP Newcastle Studio responsible for Valkyrie VR becomes part of Sumo Digital as **Sumo Newcastle**; Brighton-based studio and BAFTA award-winning **The Chinese Room** is acquired and joins Sumo Digital in August; **Atomhawk** opens the doors of a second studio in Vancouver, Canada.

### 2019:

In January, Leeds based **Red Kite Games** is acquired and joins Sumo, mobile game and games as a service development studio **Sumo Leamington** opens in April, tech-focused **Sumo Warrington** opens in October.

### 2020:

The **Sumo Digital Academy**, a talent development programme, is launched, designed to create new pathways into the industry; **Lab42** is acquired in May.

### 2021:



**PixelAnt Games**, based in Wroclaw, Poland, joins Sumo Digital expanding the Group's international presence; as well as acquiring **Timbre Games** in Vancouver, British Columbia, and opening a new studio in India, **Sumo Bangalore**.

## 2022:

In January, Sumo Digital's parent company Sumo Group is acquired by **Tencent**, one of the world's largest video games businesses. Working with Tencent enables Sumo Group to accelerate its business strategy, presenting opportunities to fast-track its Own-IP ambitions, attract and retain even more talented people, boost its positioning as the go-to partner for turnkey and co-development projects and support further growth by acquisition.



In June, a second **PixelAnt Games** studio is opened based in the Czech Republic. This month also sees the first-ever Sumo Developer Conference, the business' internal Learning and Development conference dedicated to sharing cutting-edge knowledge across different game development disciplines to help inspire our people.

## 2023:

Sumo Digital celebrated its 20<sup>th</sup> anniversary in June with '**SumoFest**' a special festival event exclusively for Sumo staff, which is held after the business's flagship two-day learning and development event **SDC23**.





In September, Sumo Digital announces that Leamington Spa-based mobile game dev studio **Midoki** has joined its family of studios.

## SNAPSHOT OF NOTABLE GAMES



2023

Sumo Nottingham and publisher Gun Interactive launch The Texas Chain Saw Massacre on PlayStation, Xbox, and PC.



2022

Publisher studio Secret Mode and developer studio The Chinese Room announced its multi-award-winning 'Little Orpheus' would be coming to PC, PlayStation, Xbox and Nintendo Switch in March



2021

Sumo Digital launches Hood: Outlaws & Legends on PlayStation 5, Xbox Series X|S, PlayStation 4, Xbox One, and PC. Developed by teams in Newcastle and Pune and published by Focus Home Interactive



2020

Sumo Digital's second own-IP game, 'Spyder', is released exclusively for Apple Arcade, Atomhawk works with publisher 2K to create concept art and motion graphics for 'XCOM: Chimera Squad', released in April, Sumo Sheffield releases 'Sackboy: A Big Adventure' as a launch title for the PlayStation 5 and PlayStation 4



2019

Atomhawk creates concept art for NetherRealm Studios 'Mortal Kombat 11', released in April; 'Team Sonic Racing', developed for SEGA, is released, and Atomhawk works with Microsoft on announcement for AR experience 'Minecraft Earth'



2018

Working with Microsoft Studio's Playground Games, Sumo Digital completes work on 'Forza Horizon 4', released in September, Sumo Digital works once again with partners IO Interactive on 'Hitman 2', released in November



2017

Sumo Digital's first own-IP puzzle platformer game, 'Snake Pass', developed from an internal Game Jam competition, is released



2016

Sumo Digital works with partners IO Interactive on 'Hitman'



2014

Platform-adventure 'LittleBigPlanet 3', developed for Sony, is released in November



2012

Sumo Digital develops 'Sonic & All-Stars Racing: Transformed' for SEGA



2004

Sumo Digital develops the classic arcade-inspired 'Outrun 2' for Xbox

# ENVIRONMENTAL, SOCIAL AND GOVERNANCE

## At the heart of our business

### Environmental commitments

As part of Sumo Group, we are dedicated to growing a sustainable business that provides security to its people while delivering a first-class experience to its partners and players.

We're focused on reducing our carbon emissions and have set clear and achievable targets to help us achieve our goal of carbon net zero by 2025. Our targets can be found on our website [here](#)

### Learning and development

Sumo's approach to talent development is creating a culture of collaboration that fast tracks knowledge across the organisation to create game development excellence.

In 2022 we held the first Sumo Developer Conference, a two-day, learning and development event bringing our people together to collaborate and share cutting edge knowledge to inspire games development. This year SDC23 saw 1,100+ people from across the company attending over 100 sessions delivered by 80+ speakers. SDCXtra, a regular programme with hour long, discipline focused sessions runs from Sept-Apr and encourages more technical, relevant, and inspiring content pertinent to our people.



We're committed to raising awareness of the games industry as a viable career choice for those currently in education or looking for a change in their career.

The [Sumo Digital Academy](#) is a talent development programme creating new pathways into the games industry, opening the door to graduates looking to make their first career move, those skilled in different industries and

those seeking a career change. The Sumo Digital Academy is the first in the UK games industry to be recognised by the government and the Institute for Apprenticeships and Technical Education.

Our diversity internship consists of 8 weeks of C++ training, portfolio development and programmer role and responsibilities and we work with the Ahead Partnership, an initiative that sees young people connect with employers for practical, hands-on work experience.

Our space for training and immersive learning, Dojo, gives our people access to a wealth of learning resources from external sources and user generated content, giving opportunities to see and learn from live projects and dev teams. There are also annual "Learning Days", paid days of learning that can be used specifically to further professional growth and career development pathways giving clear steps for career growth at Sumo.

Sumo's talent acquisition team's early careers strategy has Studio Champions that partner with Higher Education providers in our studios and works with Ahead Partnership developing the talent of the future. The team recently won Talent Development Star at the prestigious industry Develop:Star Awards 2023.

## Social commitments

As a people business, the social element of ESG is vitally important to Sumo. The success of its people is the success of its company. Sumo focuses on supporting its employees, nurturing their talent and providing a healthy, friendly, enriching, creative and safe environment for them to work. Sumo also looks for opportunities for meaningful causes that matter to its employees, clients and partners.

## Charity Support in 2023:

Our charitable and community initiatives provide support for meaningful causes that matter to our employees, clients and partners.



Supports children and their families suffering from neuroblastoma



Helps raise vital funds for disadvantaged and disabled children and young people



Provides bespoke control setups and resources for people with physical challenges across the globe to play video games and feel included

In addition, each of our Sumo Digital studio has its own chosen charity partner to support each year:



(Atomhawk) The Great North Children's Hospital Foundation - Provides treatment for children across the whole of the North of England. Atomhawk Advance has chosen SpecialEffect as its 2023 charity partner.



(LAB42 Games) LWS Night Shelter - providing a hot meal, a safe place to sleep and company for the homeless and vulnerably housed members of the community in Leamington Spa and the wider area.



(PixelAnt Games) Polish Humanitarian Fund - who help the victims of humanitarian crises caused by armed conflicts and natural disasters.



(Red Kite Games) SpecialEffect - Provides bespoke control setups and resources for people with physical challenges across the globe to play video games and feel included.



(Sumo Leamington) The Friendship Project - A Warwickshire-wide charity that matches children and young people (who are in need, for a variety of reasons) with volunteers, for friendship and fun.



(Sumo Newcastle) Gateshead foodbank - Provides three days' nutritionally balanced emergency food and support to local people who are referred to them in crisis.



The Trussell Trust - supports a nationwide network of food banks, provides emergency food and support to people locked in poverty, and campaign for change to end the need for food banks in the UK.



(Sumo India) Ekal - Supports the holistic development of villages and rural communities in India with basic education, digital literacy, Skill development, health awareness, learning modern and productive agricultural practices and rural entrepreneurship.



(Sumo Sheffield) Sheffield Children's Hospital Charity - provides integrated healthcare for children and young people, including community and mental health care as well as acute and specialist services.



(Sumo Sheffield) St Luke's - Provides integrated healthcare for children and young people, including community and mental health care as well as acute and specialist services.



(Sumo Warrington) - Warrington Youth Zone - Supports young people aged 7-19, and up to 25 for those with additional needs.



(The Chinese Room) The Clocktower Sanctuary – Supports homeless young people in Brighton & Hove. Hot lunches, shower & laundry facilities, daily classes, activities and food parcels are all available to those in need.



(Timbre Games) Neil Squire Society – Creates affordable assistive technology devices that give people with disabilities greater control over their lives.



(Timbre Games) Downtown Eastside Women's Centre – Provides a safe space for women and children in the Downtown Eastside. It provides practical support, necessities and hot nutritious meals to over 1,000 women and children every day.



(Timbre Games) Greater Vancouver Foodbank – Provides healthy food to those in need.

## Governance at Sumo Digital

We aim to facilitate effective, entrepreneurial, and sensible governance of the business, to deliver long-term success. Our targets around governance can be found [here](#)



## INCLUSION AND BELONGING

### Our partnerships:

Sumo is committed to working towards meaningful and enduring diversity across the industry, and to raising awareness of games development as a viable career choice. By partnering with initiatives and projects that share and align with our values we can help make an impactful and measurable difference in this area.

We have longstanding collaborative partnerships with [Women in Games](#), Global activists for women in games and esports, the [Ahead Partnership](#), a schools outreach programme helping overcome inequality, promote opportunity and deliver positive change within society, and [Mission Gender Equity \(30% Club\)](#), a global campaign led by Chairs and CEOs taking action to increase gender diversity at board and executive-committee levels.



[Code Coven](#) which provide marginalised developers with the skills and confidence needed to thrive in the games industry, the company continues to work in partnership towards a more diverse and inclusive industry.

Sumo is a gold sponsor of industry mentor scheme [Limit Break](#).



### PRISM – Sumo's Inclusion and Belonging diversity focus group

Prism is Sumo's internal grassroots initiative which gives our people the opportunity to make meaningful change at policy level. Prism currently houses five open community streams – Ethnic Minorities, Women, LGBTQ+, Nationality, Culture and Faith, and Ability, Wellbeing and Families – and two closed channels for Ethnic Minorities and Marginalised Genders. These are guided by 'Diversity Champions', who collaborate with members of their community to host panels, attend events, run workshops and share resources.

You can read more about Prism [here](#)



# AWARDS HISTORY

## Credibility and industry recognition

### 2023

Sumo Digital is named #3 in the **Best Companies To Work For** In The Technology Sector Q1 list

Sumo Sheffield & Red Kite Games (Yorkshire and the Humber #1), Sumo Newcastle & Atomhawk (North East #1), Sumo Leamington & Lab43 Games (#3 West Midlands), The Chinese Room (South East #5), and Sumo Nottingham (East Midlands #7) rank highly among the **Best Places to Work** Q1 2023 Awards

Sumo Digital is crowned Best Creative/Co-Development Partner at the **MCV/DEVELOP Awards**

Atomhawk wins Best Creative Provider at the **Develop:Star Awards**, and receives recognition at the **GI.biz Best Places to Work Awards 2023**

### 2022

Sumo Sheffield's Sackboy: A Big Adventure wins Game Category at **Children & Young People BAFTA award**.

Sumo Digital wins Best Studio in the **Develop: Star Awards**

Red Kite, Lab42 and Timbre Games win **GI.Biz Best places to work**

### 2021

Sumo Sheffield's Sackboy: A Big Adventure gains two **BAFTAs** for Family Game and British Game

Sumo Digital and Atomhawk are awarded **TIGA Star Awards**

Sumo Digital wins Best Studio in the **Develop: Star Awards**

### 2020

Red Kite Games wins Best Small Business and Sumo Leamington wins Diversity at the **GI.biz awards**

The Chinese Room's Little Orpheus wins the **TIGA** Award for Best Casual Game and the Apple Arcade Community Award for Best Performance

Sumo Digital wins **MCV/DEVELOP's** External Development Partner of the Year award

### 2019

Sumo Digital is awarded **TIGA's** Best Independent Studio

### 2016

Sumo Digital wins **TIGA's** Best Large Independent Studio

2015

**TIGA** awards Sumo Digital the UK Heritage Award

'LittleBigPlanet 3' (developed by Sumo Sheffield) is awarded **DICE's** Best Family Game

# LEADERSHIP AT SUMO DIGITAL

Dedicated to prioritising Sumo people and their talent



## Gary Dunn

Managing Director at Sumo Digital

After a 12-year career in Telecommunications, Gary joined the games industry in 2002, becoming Executive Producer for the Colin McRae Rally Franchise, being promoted to the Codemasters board after only three months, Gary was responsible for all internal and external development. Gary joined SEGA in 2005 and led the integration of both Creative Assembly and Sports Interactive into the company, notably growing the former from 60 to 300 staff. Gary returned to Codemasters in 2013, running the development for the company once more, including the F1 and DIRT Franchises. Gary ran his own Consulting practice for three years before joining Sumo.



## Tim Wilson

Vice President at Sumo Digital UK

Having graduated from Warwick University, Tim had an 11 year career in the Marketing and Communications sector, holding account management and planning roles working for brands including Virgin Money, Vodafone, Natural History Museum and World Rowing. He joined Atomhawk as Head of Operations in 2015, playing a key role in the expansion of the studio's growth of headcount, revenue and international footprint. He was appointed as Managing Director in September 2018 and oversees the Atomhawk studios in Gateshead and Vancouver. Tim is a member of BAFTA.



## Jim Woods

Vice President at Sumo Sheffield

Jim entered the games industry in 1987 with PC Wise, before joining Cross Products in 1989 where he supplied the SNASM development system, which quickly became the industry standard development tool. Jim joined DMA Design in 1997 as Development Manager and later Development Director, where he managed the development of games including Grand Theft Auto, GTA2 and GTA3 along with Space Station Silicon Valley, Body Harvest, Tanktics & Wild Metal Country. In

2003 he joined Codemasters and spent two years as Executive Producer on Colin McRae Rally. Jim worked with SEGA before joining Sumo Digital as Senior Development Director in 2017, before moving to Production Director in April 2019 and in 2020 was promoted to Studio Director – overseeing the transition to home working during the pandemic. Jim was promoted to Vice President of Sumo Digital UK, responsible for Sheffield Studio, in October 2022.



## Joe Nickells

Vice President at Sumo Digital North America

Joe has 23 years of experience building AAA Games and AAA Teams as a former VP and Group GM at EA / Maxis. Whilst there, he oversaw three studios – EAHQ, Austin, & Track20 Mobile Studio in Helsinki. He created a new leadership team for the studio which helped him grow The Sims overall revenue by 43% between 2017 and 2021. Whilst at Capcom Vancouver, as GM/COO he grew the studio from one to three titles and added mobile expertise to the studio overseeing the creation of Puzzle Fighter Mobile. During his career, he has worked with some of the world's largest sporting franchises including EA Sports – FIFA, WORLD CUP, CHAMPIONS LEAGUE, and the NHL.



## Jess Gaskell

Director of PMO at Sumo Digital

Jess Gaskell is best known for her involvement in the Hitman franchise and her role as the Executive Producer on the BAFTA award-winning Sackboy: A Big Adventure. She started her career in games at Sumo over a decade ago, where she gradually built her expertise and developed a strong interest in game production. Currently, Jess holds the position of Director of PMO (Project Management Office), where she applies her prior experience in game production to support Sumo's operational and development teams. Ensuring that they have access to first-class tools, effective project management processes and providing strategic project support across the business.



## Steven Zalud

Director of Distributed Development at Sumo Digital

Steven has worked in the games industry for over twenty-five years with leadership roles at Sumo Digital, Electronic Arts, Criterion Software and Gremlin Interactive. His major focus in his career has been in the games and technology domain, with specialisms in programme/project management, leadership and organisational development. Currently, he holds the role of Director of Distributed Development focusing on strategic resourcing, external development partnerships and enabling teams and studios to scale and harness organisational strategies to deliver complex projects across all Sumo Group studios. On a personal level, he's larger than life, with a wide range of intellectual interests, surprising hair and keeps insisting that people call him 'Zaz'. If you need a radical approach to something and have time on your hands, he's more than happy to discuss interesting problems and debate what the future brings.

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## STUDIO DIRECTORS AT SUMO DIGITAL



## Chris Southall

Studio Director at Sumo Leamington

Chris Southall is the Studio Director at Sumo Leamington, with over 25 years of studio and engineering leadership experience and specialist knowledge in both mobile game development and games as a service. Chris has worked on a range of projects, including AAA console and PC titles and Free-to-Play mobile games, and has helped bring a number of quality titles from conception to market. Previous roles held by Chris include Head of Studio at SEGA HARDlight, CTO and Technical Director at SEGA Europe and Chief Technical Officer at Codemasters. Notable titles Chris has worked on include Micro Machines, Colin McRae Rally, SEGA Rally, Empire: Total War, Sonic Unleashed, Bayonetta, Sonic Jump, Crazy Taxi, Sonic Dash and Sonic Forces: Speed Battle.



## The Chinese Room

### Ed Daly

Studio Director at The Chinese Room

Ed is a Computer Science graduate that was a games programmer, before leading his first games dev start-up in 1999. He then spent 15 years as a Studio Head including Brighton-based Zoe Mode which, at its peak, was around 150 people over four sites. He then worked as Managing Partner in a tech investment and consulting firm, followed by a spell as MD of an experiential agency bringing interactive tech to live experiences. He's now happily back in Brighton and in games as Studio Director of The Chinese Room.



### Gary Edwards

Studio Director at Sumo Nottingham

Gary Edwards is the Studio Director at Sumo Nottingham and brings over 27 years of game development experience. Since taking the reins in 2019, the Studio has worked on titles including The Texas Chain Saw Massacre, Team Sonic Racing, Hogwarts Legacy and the Forza Horizon series. Gary has been part of the Sumo Digital family since 2006 and has worked on a range of games including Hitman and Disney Infinity. With a wealth of experience in production, programming and development, Gary previously held roles at Gremlin Interactive, Infogrames and Runecraft.



## Owen O'Brien

Studio Director at Sumo Newcastle

A seasoned Studio Director with over 20 years of broad industry experience in publishing as well as development, Owen has built and led world-class development teams both in high-profile franchises with numerous stakeholders (Harry Potter) as well as providing the creative leadership, drive, and innovative thinking to create a new IP from scratch (Mirror's Edge). Recently he headed up CCP Newcastle where he was responsible for the creative direction and all aspects of the production of EVE: Valkyrie. A flagship title for the new generation of Virtual reality headsets. Since 2019, Owen has been Studio Director at Sumo Digital Newcastle, who specializes in third-person action games like Hood: Outlaws and Legends - and has supported many AAA franchises like Call of Duty, Hitman and Mortal Kombat.



## Pawel Rohleder

Studio Director at PixelAnt Games

As a game industry professional with a strong software engineering background, Pawel is deeply committed to fostering people-oriented cultures that prioritize values, creativity, and collaboration. For over two decades, he has honed his skills in the gaming industry, working on numerous AAA titles from concept to launch, including Dying Light, Dying Light 2, Dead Island, and Call of Juarez series - having spent 14 years at Techland and over 2 years at Sumo. At PixelAnt Games, where he currently serves as a leader and Studio Director, Pawel is driven by a passion to bring the fun back into game development. He leads a team dedicated to pushing boundaries and embracing innovation in their quest to create unforgettable gaming experiences. Beyond his work as a studio head, Pawel is a regular and sought-after speaker at more than 60 gaming and technology conferences. He thrives on tackling new challenges, approaching every obstacle with a tenacious spirit and a willingness to embrace the impossible. Pawel remains committed to fostering a positive, inclusive, and forward-thinking game development community.





## Scott Kirkland

Studio Director at Sumo Warrington

Scott joined the games industry as a junior programmer at Digital Image Design in 1996, specialising in hardware-accelerated graphics for their flight sim games. He left in 1999 to be one of the co-founders of Evolution Studios where he contributed to, managed, and ultimately led three console generations of pioneering game tech development, taking a keen interest in best practices and team well-being along the way. Prior to establishing Sumo Warrington in 2019, he also ran an indie studio and worked as a multi-project Development Director at Sumo Sheffield.



## Simon Iwaniszak

Studio Director & Founder at Red Kite Games

With over 17 years of industry experience, Simon has spent the last 11 years running the multi-award-winning development studio, Red Kite Games. Founded by Simon in early 2012, Red Kite is now part of the Sumo Digital family of studios. Having built a reputation for delivering a high-quality service creating AAA PC/console games across varying genres, Red Kite is supporting multiple world-class publishing partners. Before Red Kite, Simon started his career at Rockstar working on incredible franchises such as Grand Theft Auto and Red Dead Redemption. Simon is also a proud Ambassador of the games charity SpecialEffect and provides consultation for several Yorkshire-based universities.



## Stewart Neal

Studio Director at Sumo India

Stewart Neal is the Studio Director of Sumo India Studios, part of Sumo Digital Studio, a principal subsidiary of Sumo Group. He spearheads the company's development teams across India, overlooking game development in its India studios across Pune and Bangalore. He plays a pivotal role in defining the strategy, building awesome teams, and ensuring the resumption of the right culture in the India studios. With his vast experience of 25 years in the videogame industry, Stewart strongly feels that a studio culture of ownership, respect, innovation, determination, accountability, recognition, and fun is what makes Sumo India Studios a proven successful Studio team. Stewart began his journey with Sumo India's Pune studio as a Development Manager and is now the Studio Director of Sumo India. Prior to joining Sumo, Stewart was associated with Codemasters, Rockstar Dundee (formerly Ruffian Games), Midway Games and The Pitbull Syndicate Ltd. He holds a master's degree in management which he pursued during his corporate stint and believes helped him fundamentally in developing his leadership skills.



## Terry Goodwin

Studio Director at Lab42 Games

Terry is the Studio Director of Lab42 Games and fell in love with the medium playing Wonder Boy in the 80s. They became obsessed with making mods for Doom and Quake and pursued that passion as a career in the games industry, working in programming and design. Since Lab42 began, Terry has been committed to its mission of creating a first-class games development studio that puts its people first, and where mental health is as much of a priority as physical well-being.



## Zoë Curnoe

Studio Director & co-founder of Timbre Games

Zoë co-founded Timbre Games, a part of Sumo Digital, in June of 2021 along with amazing partners Joe Nickolls and Geoff Coates. She is currently Studio Director, bringing her wealth of experience, sense of humour, and love of video games – as well as her passion for diversity, inclusion and accessibility – to the studio leadership team. She is committed to helping more diverse people enter the industry, creating an environment where everyone can do their best work.

# PRESS OFFICE

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