

SONY IMAGESOFT STAFF

PRODUCER

NATHAN ROSE

ASSISTANT PRODUCER

MARK SMITH

EXECUTIVE PRODUCER

RICH ROBINSON

GAME TESTERS

JOSE CRUZ

TOBIN RUSSELL

SETH LUISI

BRUCE COCHRANE

JODY KELSEY

ANDRE LEIGHTON

MALIBU INTERACTIVE STAFF

Malibu Interactive Staff is a group of individuals who are passionate about creating meaningful and impactful experiences for our clients. We are currently seeking qualified candidates for various roles within our organization.

Our staff members are responsible for a wide range of tasks, including client interaction, project management, and data analysis. We value individuals who are detail-oriented, highly organized, and able to work in a fast-paced environment.

Malibu Interactive Staff is an equal opportunity employer. We are committed to creating a diverse and inclusive work environment for all our employees. If you are interested in joining our team, please submit your resume and cover letter to hr@malibuinteractive.com.

Malibu Interactive Staff is a leading provider of interactive solutions for businesses of all sizes. We are currently seeking qualified candidates for various roles within our organization. Our staff members are responsible for a wide range of tasks, including client interaction, project management, and data analysis.

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PROGRAMMING

TIM COUPE

GAME DESIGN

TERRY LLOYD

BASED ON AN ORIGINAL IDEA BY

NATHAN ROSE

DAVID JAFFE

MIKE GIAN

ADDITIONAL PROGRAMMING

PHILIP WATTS

BACKGROUND ART AND MAP DESIGN

TERRY LLOYD

SPRITE ART AND ANIMATION

DEAN BETTON

LEE PULLEN

TERRY LLOYD

MUSIC AND SOUND EFFECTS

**JASON PAGE
RICHARD JOSEPH**

MANAGER

IAN MCGEE

STORY ARTWORK

DEAN BETTON

GAME TESTERS

TONY MCCOLGAN

MATTHEW LLOYD

MICK THOMPSON

PAUL COLLS

GAME TESTERS

JUN CALIVA

KEVIN MULHALL

JASON UYEDA

BILL MCDONALD

COMPRESSION SOFTWARE

ROB NORTEN

THE END