

Playsport Games

Playsport Games was founded in 2015, by Christian West, Sam White and Will Evans. The team has grown rapidly in the past year and boasts a wealth of experience from talented developers. The majority of the team have worked together previously which gives the studio a unique vibe. They chose to put their skills together to make the game they have always dreamt of, Motorsport Manager, for PC. Being a small and passionate team everyone has a hand in design decisions, and all areas of development.

Christian West – *Co-founder and CTO, Playsport Games*

Christian is the co-founder and director of Playsport Games. The team are currently working with SEGA to bring Motorsport Manager to PC. Christian's role on the game comprises of programming, designing, and watching all forms of racing. It's a tough life.

Christian has worked in the games industry, predominantly as a programmer, for 10 years. Spending time at Supermassive Games, Hello Games and Kuju Entertainment; where he worked on titles including Until Dawn, Joe Danger Infinity and Geometry Wars: Galaxies.

In 2014 Christian took his passion for motorsport and skills in game programming to create the Motorsport Manager mobile app. The app saw great success, being the top paid game in 10 countries and with meteoritic score of 88%. Following the app's success, Christian joined forces with Sam White & Will Evans to found Playsport Games.

Sam White - *Co Founder & Art Director, Playsport Games*

Sam co-founded Playsport Games with Christian West and Will Evans in 2015. Sam is responsible for looking after all the artistic needs at Playsport Games, while spending the majority of his day working on all aspects of the game's User Interface and visual direction.

Previous experience includes working at Criterion Games on console titles including Black and Burnout Paradise, and Supermassive Games where he worked on Until Dawn, meeting Christian and Rob along the way.

Rob Pearson – *Design Director, Playsport Games*

Rob is the Design Director at Playsport Games, he joined the team in 2015 and is responsible for the games design and writing, for Motorsport Manager.

Previously Rob spent 6 years working on narrative design, game design, cinematics and writing at Supermassive Games. Rob worked on Until Dawn for most of those years, but also spent time on Little Big Planet and Big Match Striker.