Giant Skull: Offizielle Gründungsmitteilung vom 12. März 2024

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Industry Pioneer Stig Asmussen Heads New World-Class Game Studio; Giant Skull Unprecedented Global Talent from Respawn, Rocksteady, Epic Games, Rockstar, Sony Santa Monica and Blizzard Reveal New Studio Focused on Developing Gameplay-Driven, Story-Immersed, AAA Action Adventure Games Los Angeles, CA, March 12, 2024 · Today, renowned, multi-award winning Game Director Stig Asmussen reveals Giant Skull , a new AAA game studio dedicated to building gameplay-driven, story immersed action-adventure games set in captivating worlds. Asmussen has over 25 years of experience in game development across some of the most critically acclaimed franchises, and was most recently the game director of Star Wars Jedi: Survivor and Star Wars Jedi: Fallen Order for Respawn Entertainment and EA. Prior to that, he was the game director on God of War III and the art director for God of War II at Sony Santa Monica. Giant Skull has an elite team with its headquarters in Los Angeles, and additional remote developers from around the world, all of whom will be instrumental in shaping their new game from the ground-up. ·The Giant Skull studio culture is founded on creativity and curiosity,· said Stig Asmussen, CEO, Giant Skull. ·We have assembled a talented team renowned for immersive storytelling, heroic combat and exhilarating traversal, and our goal is to craft a rich universe that players will want to lose themselves in for years to come.· Giant Skull includes star-studded talent from premium studios who have consistently developed and launched award-winning, globally successful franchises. The seasoned leadership team includes CTO, Jon Carr, who previously worked alongside Stig Asmussen as the technical director on Star Wars Jedi: Survivor ; Art Director, Patrick Murphy, who has more than 27 years of experience including being Art Director on Fortnite , Valorant, League of Legends , and various roles on God of War where Stig and he collaborated together; Lead Producer, Lauren McLemore , who was a Lead Producer on Fortnite; Design Director, Jeff Magers , who also reunites with Stig at Giant Skull, having previously overseen design on Star Wars Jedi: Survivor and Star Wars Jedi: Fallen Order; Animation Director, Brian Campbell , who was a founding member of the Fortnite team and Animation Director at Epic Games; and finally COO/CFO, Anthony Scott , who has over 16 years experience running teams including working as the director of operations at Rocksteady Studios on the Arkham series before leading Unbroken Studios. ·Our values for the studio translate into how we make our games and our relationship with players - autonomy, momentum, curiosity and respect,· said Anthony Scott, COO/CFO, Giant Skull. ·We want players to join us on every step of this amazing journey, as we pave the way for our upcoming game. We·re creating something special and have been fortunate enough to assemble an incredible initial team of developers who are extremely passionate and experienced in creating genre-defining, third person action-adventures.· Asmussen and the founding team members at Giant Skull are currently in development with the studio·s first game, a AAA single-player focused action adventure, utilizing Unreal Engine 5. For more information about Giant Skull, please visit www.giantskull.com .