Greyborn Studios - Founder Bios

# Scott Blinn



## CEO & Creative Director

A veteran of the video game industry with more 20 years of direct experience, Scott has a proven track record of making memorable experiences enjoyed by millions around the world.

His primary passions include game development, business leadership and mentoring, as well as photography of all kinds. He is also one of the original pioneers to use various agile development and management methodologies within the video game industry that are now in wide use today.

Scott has worked both as a key developer and executive at leading studios on award-winning products and franchises over the years such as; *System Shock 2*, *Skylanders*, *Red Faction*, *Earth and Beyond*, *Darkwatch*, and *The Bourne Conspiracy* to name a few. He was also the inventor and co-creator of two network distributed rendering systems used in games, film, and television, as well as a visual scripting system for Unity called *uScript* that is used as a core tool by many developers to bring their own games to life.

**Social Media Links:**

Website - <http://www.scottblinn.com>

LinkedIn - <http://www.linkedin.com/in/scottblinn>

Twitter - <http://twitter.com/scottblinn>

Instagram - <http://www.instagram.com/scottblinn>

Twitch - <http://www.twitch.tv/scottblinn>

# Michael Ryan



## Chief Technology Officer (CTO)

Mike is a pioneering industry veteran with more than 20 years of experience. He began his career when he joined Looking Glass Studios in Cambridge, Massachusetts. While there, he contributed as a designer on the award-winning *Thief: The Dark Project* and *Thief Gold*, as well as the highly-lauded *System Shock 2* in collaboration with Irrational Games.

He later had the opportunity to work alongside and learn from some of the industry’s most talented developers at a number of successful game studios, including Arkane Studios, High Moon Studios, and Vicarious Visions among others. He has experience developing games for the PC, Xbox 360, Playstation 3, and mobile devices. In 2003, he co-founded Fat Frog Studios, an early developer of cell phone games.

During his career, Mike has filled the role of Level, Game, and Lead Designer, Artist, Modeler, Programmer, and Creative Director. He strives to develop titles with innovative gameplay, strong production-values, and very enjoyable user experiences.

**Social Media Links:**

LinkedIn - <https://www.linkedin.com/in/michaelthomasryan>

Twitter - <https://twitter.com/creepyDeadBoy>