COMPANY OVERVIEW

Plastic Games is an agile independent game development studio specializing in Torque game engine technologies. We offer a full range of game development services from production, concept art, software design, implementation, art direction, game design, content creation, play testing and more. Our team's wide experience also allows us to provide "serious games" services including training, simulation, and site based entertainment.

PLASTIC TEAM

Paul Dana
PRODUCER - LEAD PROGRAMMER

Paul has over twenty years experience as a professional graphics programmer and nine years experience as a professional game developer. In that time he has designed and implemented code at nearly every conceivable level relating to graphics and game development, from driver level code, networking, control objects, vehicles, physics, special effects, tools, novel hardware integration, and game scripting.. He is published in Graphics Gems III and has developed patented code for a real time triangle subdivision algorithm for use with spherical projection.

Paul is an official Garage Games associate and an acknowledged expert in the Torque family of game engines. Paul is president and co-founder of Plastic Games.

RELATED WORK EXPERIENCE

"Magical Mirror" – Location-based entertainment game for major theme park vendor. Details of this project are confidential. Game utilizing novel hardware I/O and a custom graphical display configuration. Project included "mini-games" combined to create a 3-5 minute user experience. Project is currently open to the public in Orlando FL and was localized for multiple language support. Paul served as lead programmer, writing code to interface with novel hardware input devices and novel display hardware.

Rokkit Ball – a 3D online action sports game developed by Garage Games. Plastic Games was responsible for developing fundamental game mechanics and initial interactive elements as well as porting the original prototype to the newest version of the Torque Advanced engine. Paul served as lead programmer for this first phase of Rokkit Ball development, integrating custom ball physics code and writing custom UI components.
http://www.instantaction.com/

"Car of Tomorrow" – Location-based entertainment game for major theme park vendor - Details of this project are confidential. Game utilizing novel hardware I/O and custom graphical display configuration. The game provided a 4-5 minute 3D driving simulation and included multiple unique environments. Project is currently open to the public in Orlando FL and Anaheim CA and includes support for multiple languages. Paul served as lead programmer, writing code to interface with novel hardware input and novel display hardware. He developed custom player assist algorithms for enhancing game play for youngsters as well as upgrading the car physics of the dRacer driving engine from Garage Games to allow driving on the ceiling of a tunnel. He also added special effects code such as shaking cameras and explosions.

Paul Dana continued

Marble Blast XP – a re-branding of Marble Blast by Garage Games for a Hasbro's NetJet online gaming system. Paul served as lead programmer and production manager on this project, interfacing novel Hasbro hardware with the Torque game engine and improving the game by adding camera lag, impact collisions and other special effects. He interfaced with the client, Kid Group, managing all aspects of production from concept art through implementation and bug fixing.

Rack 'em Up Road Trip – a 2D Billiards game where you can play pool against a friend, or join a colorful cast of characters on a tournament across the US. Play 9-ball, 8-Ball (US & UK), Snooker, 3-Ball and 14.1 -- all with incredibly realistic game physics! This game was created for Oberon Media by Garage Games. Paul was subcontracted to create the Quest system for the road trips as well as physics and graphics for the "prediction" system that draws the arrows showing where a shot ball will go including bouncing off banks and colliding with other balls.
http://zone.msn.com/en/root/deluxe.htm?code=111713243&RefID=02-111713243

Kirk Alberts
ART DIRECTOR

Kirk's role with Plastic Games is art director, and conceptual artist. He is also involved in overall game design, theme and environment creation, 3d model texturing and GUI design. Kirk was the artist and major design contributor for the award winning game Bit Shifter that received notable acclaim while only in its conceptual stages (final production of Bit Shifter was halted indefinitely). He has a strong understanding of the Torque Game Engine art pipeline and numerous other applications used in the creation of game art and design.

Previous to Plastic Games, Kirk was employed by a news media organization where he is the head graphics artist. His duties included art direction, creation of informational graphics, illustrations and other visual elements that appear in print, video and digital format. In his twelve-plus years in the field of graphic arts, Kirk has received numerous awards, both regionally and nationally. He also is a traditionally trained artist and professional illustrator whose work has appeared on the covers of dozens of magazines and publications worldwide.

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Rokkit Ball – a 3D online action sports game developed by Garage Games. Plastic Games was responsible for developing fundamental game mechanics and initial interactive elements as well as porting the original prototype to the newest version of the Torque Advanced engine. Kirk co-designed and created arena types as well as designed and conceptualized the in game heads-up display and firing reticle. Kirk also created concept pieces for the player, arena environments, and spectators.
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Marble Blast XP – a re-branding of Marble Blast by Garage Games for a Hasbro's NetJet online gaming system. Kirk served as art director and lead artist on this project. He provided original design solutions and concept art as well as all 3D textures. He managed the art team that produced all other art assets including GUI art and level object art and animation.

Jason Sharp
PRODUCER - TECHNICAL ART LEAD

Jason has over 7 years of 3D game modeling experience in 3d Studio Max. He has an advanced understanding of UV Mapping techniques as well as custom animation experience utilizing segmented meshes and custom bone rigging. He has a firm grasp of all aspects of game design which allows him to problem solve and help bridge the gap between artist and programmer. Jason has an advanced understanding of the Torque Game Engine exporter and is proficient with all Torque specific art tools including the Torque Mission Editor, the Torque Terrain Editor, as well as the brush based architecture tools Quark and Hammer.

Jason was the 3d artist and level designer for the award-winning game Bit Shifter (later renamed Flash Bios before development was halted). Level design for Bit Shifter required making 30 levels that involved taking an action game play and squeezing in new puzzle-like challenges in each level. The game play and level designed was refined for players of varying skill levels on a per level basis. The Plastic Games team presented successes and pitfalls of making Bit Shifter as a keynote presentation at IndieGamesCon 2004. Jason is an accomplished 3d modeler and animator, vice president of Plastic Games, and dedicated problem solver.
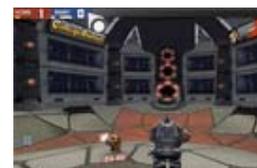

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Rokkit Ball – a 3D online action sports game developed by Garage Games. Plastic Games was responsible for developing fundamental game mechanics and initial interactive elements as well as porting the original prototype to the newest version of the Torque Advanced engine. Jason helped develop and test several arena types for Rokkit Ball. He also helped with the development of ball physics, player movement, and new game features including the jumbotron, scoreboard, and banner objects.

http://www.instantaction.com/

Jason Sharp continued

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Marble Blast XP – a re-branding of Marble Blast by Garage Games for a Hasbro's NetJet online gaming system. Jason served as game design consultant and 3D modeler and animator on this project. He redesigned game elements to match the target audience and provided extensive play testing, bug testing and bug tracking.

Anthony Rosenbaum
DESIGNER - PROGRAMMER

Anthony has seven years experience in the game industry; he has both programming and artist understandings for game development. He has taught three years as a Graphic Designer at Spencerian college and has worked at ITT-Tech to teach in their Game Design degree.

Anthony is a Garage Game's Associate, he has contributed to the community with several engine enhancement and scripted tutorials most popular of which is the 'Capture the Flag' tutorial. His first published game was Dark Horizons Lore which was a top ten finalist for the 2004 Independent Games Festival.

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Marble Blast XP – a re-branding of Marble Blast by Garage Games for a Hasbro's NetJet online gaming system. Anthony was GUI and game play programmer for this project. He was responsible for redesigning and implementing the GUI control scheme to work with custom Hasbro hardware. Additionally, he implemented new game mechanics to improve game play, such as checkpoints, and provided extensive play testing and game design advice.

Dark Horizons: Lore – an online FPS game with persistent stats. Anthony was lead programmer on this multiplayer battle game. He developed a majority of the game mechanics including weapons, health, ammo, objective triggers. He was responsible for establishing the AI's State Machine and developing usable navigation graphs used by the AI for each level. In addition Anthony developed many graphical enhancements like a heat seeking targeting system and overhead map for tracking. http://www.darkhorizons-lore.com/
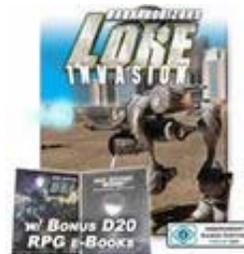
CONTACT INFORMATION

Paul Dana - President
171 Upper Pattagansett Road
East Lyme, CT 06333
Phone: 860.739.6032
Email: paul@plasticgames.com

Jason Sharp – Vice President
4500 Seneca St #38
Fort Collins, CO 80526
Phone: 970.420.2779
Email: jason@plasticgames.com