

Bio

Quinn Buchanan

With over ten years in the video game and simulation industry, Quinn's career in software development is both extensive and impressive. Most recently he was President of Evil Genius Games, an independent developer concentrating on online and downloadable games. Prior to that, he worked at Hypernova Games, VR1 Entertainment, Devil's Thumb Entertainment, and DMA Design in many roles including V.P. of Development, Technical Director, Producer, Project Manager, Lead Programmer, and Senior Software Engineer. He has contributed to over twenty-one commercial titles spanning everything from the PC to the latest consoles. Software Experience: C, C++, Objective C, Python, Flash, Flex, & Lua, C#, Java, SQL, CG, HLSL, GLSL, Javascript & Vircraft, Well versed with software development on PC, OS X, iPhone, Wii, Playstation2/PSP, & Xbox, Visual Studio, Microsoft Office, Photoshop, Painter, system administration.

Past Projects Include: Target Terror (Wii), TechnoHunt (LBE), Rhiannon's Realm (PC Online), Moons of Arksyra (MMO, D20 RPG), Dark Continents (MMO), Conductor (Middleware PC, Xbox, PS2, GameCube), Night Caster (Xbox), American (Multiplayer Online), Maximum Risk (Multiplayer Online), Cool Kids Sports (PSX), Ultra Corps (Multiplayer Online), Nomads of Clanth (MMO), Cross Roads (MMO), Madden Football (N64), NCAA Football (N64), Grand Theft Auto 1 (PC)

-- Sleeping Giant Team 