



////////////////////////////////////

# Bio

Wyeth Ridgway

After studying Computer Science at the University of Arizona, he helped found Virtra Systems, a company specializing in virtual reality. As Technical Director, Mr. Ridgway created a Virtual Reality Pod that was placed in Disneyland, Six Flags, and entertainment parks around the world. In 1995, Mr. Ridgway went to work as Technical Director for Zombie Studios in Seattle. There he built the Viper game engine and was the lead programmer on "SpecOps: Rangers Lead the Way" which received 3dfx's "Best Use of Technology" nomination for the PC and sold over a million units on the PlayStation. In 1998, Mr. Ridgway founded Leviathan Games. Since inception, Leviathan has created products for some of the largest companies in the world, including Konami, Sony, Disney and Microsoft. Among his accolades, Wyeth has been a writer for Game Developer magazine as well as a speaker at GDC.

Qualifications: Executive Leadership, Development Team Management, game engine design, game design, Project management, operations, programming, development workflow design & planning

Industry Experience: 15 years

Software Experience: C/C++, C#, Java, PHP, Python, SQL, ASP, x86 Assembly

Past Projects: Shipped over 25 products, including: Pirates of The Carribean: Aegirs Fire (iPod), Pirates of The Carribean: Call of the Kraken (PC/Mac DL), Online Chess Kingdoms (PSP), Spec Ops(PC), Spiderman Web of Words (PC DL), Avatar: The Last Airbender (PC / Mac Web)

-- Sleeping Giant Team 