

Game of Thrones Personnel Credits

Subject: Re: Stern "Game of Thrones" software credit
Date: Mon, 28 Aug 2017 10:36:40 -0500
From: Dwight Sullivan
To: Jay St@fford <jay@ipdb.org>

Hi Jay -

Yes. I was the lead software developer.

/// Concept / Game Design
/// Steve Ritchie
///
/// Game Design / Software Lead
/// Dwight Sullivan
///
/// Art Lead
/// Greg Freres
///
/// Production Art
/// Steven Martin
///
/// LE Art
/// Bob Stevlic
///
/// Sound Lead
/// Kenneth Hale
///
/// Music
/// Brian Schmidt
///
/// Sound support
/// Jon Hey
/// Ron Ivan Staley
/// Jerry Thompson
///

/// Voice Talent

/// Rory McCann

/// Kate Rothwell-Jackson

///

/// Mechanical Engineering

/// John Rothermal

/// Mike Redoble

/// Rob Blakeman

///

/// Software Support

/// Mike Kyzivat

/// Corey Stup

/// Waison Cheng

/// Tanio Klyce

/// Jack Benson

/// Lonnie Ropp

///

/// Dot Lead

/// Chuck Ernst

///

/// Dot Art

/// Mark Galvez

/// Tom Kyzivat

/// Zac Stark

/// Kevin James

/// Danai Kittivathana

/// Alex Borre

///

/// Production Support

/// Chuck Bleich

/// Dave Cadieux

/// Jim Shird

/// Reyna Cortez

/// Andrew Pines

/// Gaby Alvarez

/// Leticia Ramirez

///

/// Scuplting
/// Dave Link
///
/// Topper
/// Tom Kopera
///
/// Beta Testers
/// Trent Augenstein
/// Steve Breitel
/// Gene X Hwang
/// John Galvin
/// Chris Frolic
/// Erik Wurtenberger
/// Paul Mandletort
/// Mike Doran
/// Colin McAlpine

On Mon, Aug 28, 2017 at 2:17 AM, Jay St@fford <jay@ipdb.org> wrote:

Hi Dwight,

I hope you are doing well.

Someone is telling me that you did the software for the three **Game of Thrones** models:

Game of Thrones (Pro)

Game of Thrones (Limited Edition)

Game of Thrones (Premium)

Is that true? If so, I'll add your name to the listing credits.

Thanks,

Jay