## Robert Walsh

Robert Walsh is CEO and co-founder of Krome Studios. A Certified Practicing Accountant, Robert has been responsible for negotiating deals with major international publishers such as Ubisoft, Disney Interactive, Mattel, Vivendi, THQ and Electronic Arts. He now leads Australia's biggest game development company overseeing a talented team of games creators. As CEO Robert has successfully shipped 13 SKUS in four years and was awarded the Career Achievement award at the 2003 AGDC.
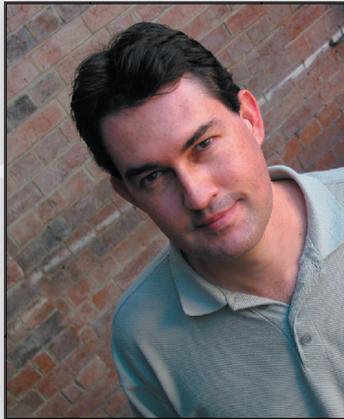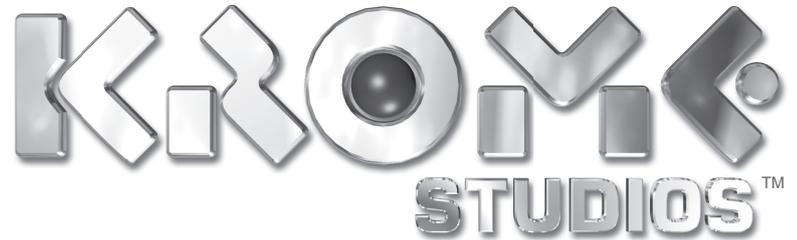
John Passfield

John is a veteran of the computer game industry having had his first game published at age seventeen. With a degree in computer science John has experience in programming, game design, script writing and story creation. He has been actively involved in the design of numerous titles including Halloween Harry, Flight of the Amazon Queen, Zombie Wars and the TY the Tasmanian Tiger series. John is co-founder and Director of Development at Krome Studios.
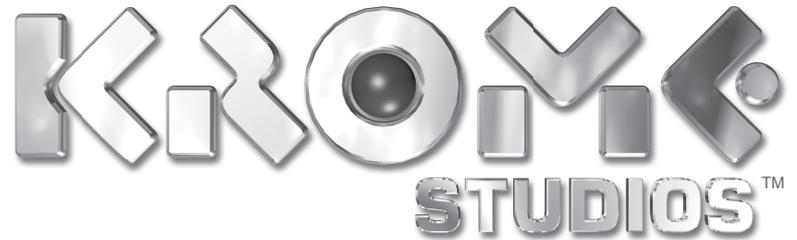
Steve Stamatiadis

Steve Stamatiadis is Creative Director and co-founder of Krome Studios. His experience in game development spans over a decade with roles as game designer, character designer and art director on titles as varied as Halloween Harry, Flight of the Amazon Queen and the TY the Tasmanian Tiger series. Steve is currently Krome's chief character designer and is in charge of original Intellectual Property. He received the Best Original Character Design award at the 2002 AGDC.