

<b>Class</b>		
Brodie Katzenberger	Project Lead	3D Modeler, Texture Artist, System Designer, Tech Art, VFX
Noelle Davidson	Product Owner, Lead Producer	Visual Effects Artist, Lighting Artist
Kimiera Berry	Sound Lead	3D Modeler, Texture Artist
Brian(Ho Jun) Yang	Tech Lead	System Designer
Tyler Davis	Design Lead	Level Design, Writer
Alexandria Yu	Art Lead	3D Modeler, Sculpting Artist, Texture Artist
Alex Shupp		3D Modeler, 3D Generalist
<b>Out Source</b>		
Jay Prachyl	Concept Art	Concept Artist
Madison Flammang	Rigger	Rigger 3D Generalist
Meghan Evans	Animator	Animation 3D Generalist
Zachary Bratcher	Programmer	Programmer
David Geyer	Sound Supervisor	Game Audio Design, Foley Artist/Engineer, ADR Recordist
Rayne Beckman	Sound	Technical Audio Implementention and Composition
Marco Schodl	Sound	Composer, Game Audio Design, Foley Artist
Sawyer Bisson	Sound	Game Audio Design, Foley Artist
Colin Gordon	Sound	Audio Implementation
Sean Coca	Character Art	Character Artist
Destiny Dollson	Sound	Game Audio Design, ADR Editor
Jack Mamais	Game Design Advisor	
Mich Gettlemen	Sound Advisor	
Christina Gonao	Interior Design Advisor	