

# HOMEWORLD2 TEAM BIO

---

## **JOSH MOSQUEIRA, LEAD DESIGNER**

A published author, Joshua Mosqueira started writing and designing tabletop and role-playing games before migrating to video game design. Since then, he has collaborated on projects for Activision and Microsoft including *Spider-Man 2: Enter Electro* and *Impossible Creatures*. Joshua holds degrees in Cinema Studies and English Literature from McGill University in Montreal. An avid Homeworld fan, Joshua is the Lead Designer on Homeworld 2.

## **STEPHANE MORICHERE-MATTE, LEAD PROGRAMMER**

Stephane Morichere-Matte came to Relic Entertainment after 4 years with Ubi Soft, Inc. in Montreal. As a Lead Programmer at Ubi Soft he was able to hone his skills on the PS2 version of *Batman: Vengeance*. Stephane carries both French and Canadian citizenships. He earned a Bs.E. in Computer Engineering from Montreal's Polytechnics University, specializing in artificial intelligence and robotics. Stephane has worked on several entertainment software project overseas locations such as China. He continues in his role as Lead Programmer guiding the technology development and implementation in Homeworld2.

## **ROB CUNNINGHAM, ART DIRECTOR**

Rob Cunningham is one of the co-founders of Relic Entertainment, Inc. He served as the Art Director on *Homeworld* and continues in that role for Homeworld2. Rob is a graduate of the Rhode Island School of Design and has taught at the Vancouver Film School. He is the recipient of several awards for his professional including special achievement in art direction from PC Gamer.

## **GEOFF THOMAS, ASSISTANT PRODUCER**

Geoff Thomas came to Relic Entertainment in January of 2002. He was previously a content manager at the online financial news company Stockhouse.com. A passionate gamer since age 10, Geoff is currently responsible for creating and managing the project schedule, Homeworld2 on-line community support, and coordinating bug tracking with QA. He holds a B.A. in Film and Communications from Queen's University at Kingston, Ontario.

## **DAN IRISH, EXECUTIVE PRODUCER**

Dan Irish came to Relic Entertainment from Mattel Interactive and Ubi Soft Entertainment where he was the producer for the *Myst / Riven* product line and the producer of the award-winning *Myst III: Exile*. Previously, he worked as a producer with companies such as Dreamworks Interactive, Rocket Science Games and SegaSoft. A passionate Homeworld fan, he moved to Vancouver in October of 2001 to produce the sequel, Homeworld2. He is a speaker at the 2003 Game Developer's Conference, on how to produce a successful game soundtrack. He is a published author of several game strategy guides, which he started writing at the age of 20.

