



### Lead Designer

**Esther Lester**

Age: 48

£35,000

Esther came to game design 8 years ago from a stop/start career as a novelist. She's very creative in terms of story, but her characters are rather one-dimensional – they're almost all strong females – and her books have had only limited success. Her games, however, have been well-received; she is perhaps best known for her action heroine, Gail Force, for whom she won an award two years ago.

Esther is on the job market after a bust-up with her previous employer, who did not allow her to use the Gail Force character in a series of novels she had planned to write. She likes the idea that *Quadrant Q* will use existing intellectual property, as that will remove the temptation to feel ownership of it and will allow her to focus on the subject matter objectively.

D



### Lead Designer

**Hiro Tashiro**

Age: 32

Rider: see below

£40,000

Hiro moved to the UK from Japan last year to marry an English woman whom he had met when he studied programming at Imperial College. His English is excellent and he has a wry humour.

Hiro has not worked on a PC game before, but his Wikipedia entry says he has designed action-oriented games for the PS4, Xbox One and Nintendo Switch. The recruitment agency clearly regards him as something of a catch.

As a respected designer in a culture that respects designers, before he left Japan Hiro was invited to teach on the game design course at the *extremely* prestigious Tokyo University. His contract was for three years, of which this is the final year. It would be dishonourable of him to renege on the deal, therefore if you do employ him, he'll be missing for a month mid-way through the first year.

D



### Lead Designer

**Chad Gadd**

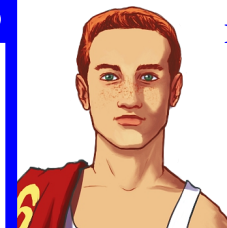
Age: 52

£50,000

Chad is a legendary game designer, with a string of hits 25 years ago. He's loved by any gamer of a certain age, and is well-respected in the industry. With the growing size of projects, his output has necessarily slowed down over the years; he does still produce regular hits, however, and his name on a title will add at least 10% to the number of copies sold in the UK.

Chad's contract at his current employer is coming to an end soon, and he's applied to Game Game Game because he likes the idea of working on *Quadrant Q*. He's a fan of the TV series (which he watches on DVD), and has never worked on a franchise game before. He thinks it could be fun.

D



### Lead Designer

**Jan Baran**

Age: 29

£30,000

Jan is a Polish national, who has come to the UK because the pay is so much better here than in Poland (even though he's not asking for the going rate). He has designed (and in some cases programmed) several games in his native country, including one that uses the Unreal Engine (he'd use the Unreal Engine for *Quadrant Q*). Although you haven't heard of any of these games, the Internet does seem to know about them; a race-spaceships game in his portfolio that you tried was both entertaining and amusing, and definitely of commercial quality.

Jan's English is good but not perfect. He's quite a gregarious soul, prone to speaking quickly and waving his arms around when discussing something that excites him. He's never seen *Quadrant Q* on TV, but regards this as an advantage as it means he won't be going in with any preconceptions.

D



### Lead Designer

**Jason Mason**

Age: 28

£35,000

Hard-working and thorough, Jason began his career as a play-tester; he was invited to move into design when the company high-ups noticed his suggestions for improvements were actually pretty damned good. So far, he's worked as a designer on six projects, of which four have made it to gold; three of these have been good sellers, and the fourth, *Wicked Pew Pew*, won a BAFTA for innovation.

Jason feels the time is right to move up the career ladder. There are no openings where he's working at the moment, and his employers realise they can't hold onto him forever so are supporting his applications elsewhere. Game Game Game, as a well-funded, creatively-driven start-up, is top of his list.

D



### Lead Designer

**Eve Reeve**

Age: 47

£45,000

Eve is transsexual, having been Steve Reeve for the first 41 years of her life (it's OK, she doesn't mind being deadnamed). Although not well known outside the games industry, she is very well-regarded within it, and has an impressive track record. She is renowned for her straight talking and biting sarcasm, and goes down a storm at conferences. She left her last job under a cloud after telling the sales director exactly what she thought of his insistence on replacing the dolphins in her latest design with penguins (and she was right; the publisher canned the project after the change was made).

Eve is particularly drawn to games with a social aspect to them, and would be keen to work on a *Quadrant Q* MMO should one get the green light.

D