

Mythic e Bioware formano un nuovo team di sviluppo

Inviato da Bloodmoon
venerdì 03 luglio 2009
Ultimo aggiornamento mercoledì 12 maggio 2010

Due tra le più grandi case sviluppatrici di Giochi Di Ruolo online (e tanti altri) creano un nuovo team di sviluppo con i maggiori esponenti delle due: Mythic e Bioware.

Chi è rimasto fuori è stato Mark Jacobs, che ora è l'ex general manager della Mythic, forse delusa dalla gestione approssimativa di Warhammer Online? Noi ci auguriamo che le cose migliorino e in fretta!

Power and Metal :)

"Mark Jacobs, co-founder and current General Manager of Mythic will leave EA on June 23, 2009. We thank Mark for his contributions at Mythic and wish him the very best going forward. Mark played a major part in the success of Mythic with his contribution as General Manager and Lead Designer of WAR.

Mythic retains a strong team led by Rob who co-founded Mythic in 1995. Rob played a critical role in the development of Dark Age of Camelot. In his previous role as COO, he was responsible for all day-to-day management of the studio including all development, operations, and support.

Please join us in celebrating the union of these two award-winning studios. Today we have important news to share with the community. EA is restructuring its RPG and MMO games development into a new group that includes both Mythic and BioWare. This newly formed team will be led by Ray Muzyka, co-founder and General Manager of BioWare. With this change, Ray becomes Group General Manager of the new RPG/MMO studio group. BioWare's other co-founder, Greg Zeschuk will become Group Creative Officer for the new RPG/MMO studio group. Rob Denton will step up as General Manager of Mythic and report to Ray. BioWare's studios remain unchanged and continue to report to Ray."

Fonte: www.camelotherald.com