



SUMO DIGITAL MEDIA PACK

August 2024

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Overview of Sumo Digital

With a history of creating exceptional games spanning over two decades, Sumo Digital has grown from a team of 13 people to over 1,300 across 17 international studios. The business was founded by Carl Cavers, Paul Porter, Darren Mills, and James North-Hearn and quickly established itself as a reliable and collaborative development partner for premier games publishers worldwide, developing award-winning titles for every gaming platform.

Sumo Digital is the Group's primary business, it is one of the UK's largest independent developers of AAA-rated video games providing turnkey and co-development solutions to a global blue-chip client base from studios in Sheffield, Newcastle, Nottingham, Leamington Spa and Warrington, plus Pune and Bangalore in India.

BAFTA award-winning The Chinese Room in Brighton, Red Kite Games in Leeds, Lab42 and Midoki in Leamington Spa, Bristol based Auroch Digital, PixelAnt Games in Wroclaw, Poland and Czech Republic and the award-winning design studio Atomhawk, who have bases in the UK and Canada also fall under the Sumo Digital umbrella.





Sumo Sheffield

<https://sheffield.sumo-digital.com/>

Founded in 2003, Sumo Sheffield was the first of Sumo Digital's 17 studios. Firmly established as the premium development partner of leading publishers, the studio is trusted to deliver high quality games associated with some of the most iconic and valued properties in the industry, or by generating innovative new IP. With a highly skilled body of over 300 developers the studio works across all platforms, on a selection of AAA games covering multiple genres including Sports, FPS, and platform adventure.



Sumo Nottingham

<https://nottingham.sumo-digital.com/>

Founded in 2016, Sumo Nottingham crafts inclusive, innovative action and racing titles for console and PC. Bringing together industry veterans with the best new talent in the industry, and the studios' most recent releases include Team Sonic Racing and The Texas Chain Saw Massacre. Sumo Nottingham is now working on a diverse and exciting mix of new projects.



Sumo Leamington

<https://leamington.sumo-digital.com/>

Sumo Leamington was established in March 2019, and is managed and operated by a team of industry veterans with deep experience of service-based games. The studio vision statement is quite simply 'We make you look forward to tomorrow'; a vision to make games which players will keep coming back to - day after day, year after year.



Sumo Warrington

<https://warrington.sumo-digital.com/>

Sumo Warrington delivers dependable technical excellence to the world's most ambitious developers and publishers on world-renowned games. With a growing team of talented experts in PC and console engineering, from graduates to industry veterans, we pride ourselves on our commitment to learning and our aptitude for pragmatic problem-solving at the cutting edge of technology.

Sumo Warrington delivers dependable technical excellence to the world's most ambitious developers and publishers working on a breadth of world-renowned games. With a growing team of talented experts made up of games industry

veterans, mid-level and graduates, the studio prides itself on its commitment to learning and its aptitude for pragmatic problem solving at the cutting-edge of technology. The excellence and expertise of Sumo Warrington has contributed to some of the biggest games and most well-known IP in recent years.



Sumo India

<https://india.sumo-digital.com/>

Sumo India was established in 2007, the second studio to be set up by Sumo Digital and is renowned for co-developing some of the biggest AAA games in the industry. With offices based in Pune and Bangalore, its vision is simple, to create exceptional game experiences with exceptional partners and people.



Sumo Newcastle

<https://newcastle.sumo-digital.com/>

Located in the heart of the Northeast, Sumo Newcastle is a studio with a proven track record of delivering projects to a high standard, specialising in creating new IP including the 2021 release Hood: Outlaws & Legends and the upcoming games DEATHSPRINT 66 and Critter Café. Sumo Newcastle also supports on larger co-development AAA franchises such as Call of Duty®.



Atomhawk

<https://atomhawk.com/>

Atomhawk is the games industry's go-to creative and technical partner that makes the unbelievable, believable. Three global, award-winning studios who provide creative support across the full game development pipeline through art, design and technical excellence. Across its seven traditional and innovative service lines, Atomhawk services major names globally – Warner Bros, Sony, Microsoft, SEGA, Activision, 2K, EPIC, The Pokémon Company and Blizzard. Its spectrum of work covers gritty, hard-hitting Mortal Kombat, irreverent and stylised Surgeon Simulator 2, comic book superheroes, nostalgic childhood favourites and all things in between. Whichever franchise is on today's agenda – DC, Halo, Marvel, Mortal Kombat, Warhammer and more – the Atomhawk team supports their worlds with tailored project management and a deeply collaborative approach.



Auroch Digital

<https://www.aurochdigital.com/>

Auroch Digital became a Sumo Digital Studio in 2023. We are a game development studio based in Bristol, UK and founded in 2010. We've ported and published other titles from Steam to consoles including fishy theme park management game Megaquarium, cute robot city builder The Colonists, and recently political sim strategy game Democracy 4.

We are also developers of Warhammer 40,000: Boltgun and Mars Horizon, and we are currently working on Mars Horizon 2: The Search for Life.



Lab42 Games

<https://www.lab42.games/>

Lab42 Games is a best-in-class cross-platform game developer based in the UK, specialising in full SKU and co-development alongside live ops. Founded in 2015, Lab42 became a Sumo Digital studio in 2020 and the studio has worked on a range of projects for console, PC, VR and mobile for clients including Sega, Activision, Microsoft, Klei Entertainment, Aspyr, Ripstone, Dovetail Games, and Payload Studios. Lab42 holds an exclusive licence to use the World Snooker Tour brand. Recent projects from Lab42 includes porting services for Sonic Mania, Forza Motorsport, A Little to the Left and Metal: Hellsinger VR.



Midoki

<https://www.midoki.com/index.html>

We are a fresh games studio based in Warwickshire, the heart of the English countryside. Founded by a small team of veteran game developers in late 2011, our focus is the creation of ground-breaking, socially-connected games that deliver rich entertaining experiences to the mobile space.



PixelAnt Games

<https://pixelantgames.com/>

Founded in 2020, and under the leadership of Pawel Rohleder and Adam Lasoń, PixelAnt Games is one of the Sumo Digital family of studios. Based in Wroclaw, Poland, the studio is a leader in development support services, co-development, and original IP projects across current and next-gen platforms. PixelAnt Games operates according to its Gamedev 2.0 concept created by the founders, which allows for a kinder, smarter way of making games. In June 2022, PixelAnt Games opened a new studio in the Czech Republic



Red Kite Games

<https://www.redkitegames.co.uk/>

Founded in 2012 by Simon Iwaniszak, Red Kite Games is now part of the Sumo Digital family of studios. Being technically-led and creatively accomplished, Red Kite takes on work-for-hire, co-development and original IP projects. Having built a reputation for delivering a high-quality service creating AAA PC/console games, Red Kite specialises in supporting world-class publishing partners.



The Chinese Room

<https://www.thechineseroom.co.uk/>

The Chinese Room is an award-winning game development studio based in Brighton, UK. Since 2012, the studio has built a reputation for innovative first-person gaming. Its titles include the ground-breaking Dear Esther (2012); the cult horror Amnesia: A Machine for Pigs (2013); the internationally acclaimed Everybody's Gone to the Rapture (2015), Still Wakes the Deep (2024) and Vampire: The Masquerade - Bloodlines 2 (TBA). From humble roots in modding and academia to a team of over one hundred game devs and numerous influential titles, the studio is busy with projects that merge TCR storytelling with new directions, new genres and new ambitions.

QUICK FACTS

Our history

2003:

Carl Cavers, James North-Hearn, Paul Porter, and Darren Mills founded **Sumo Digital**, based in Sheffield.



2007:

A second studio is opened in Pune, India – **Sumo Videogames Pvt**



2014:

Carl, Paul, Darren and Chris Stockwell led a management buyout

2016:

Sumo's second UK studio, **Sumo Nottingham**, is founded

2017:

Sumo Digital acquires **Atomhawk**, a premium digital art and design agency in Newcastle, and **Sumo Group plc** is formed and joins the AIM LSE in December



2018:

The CCP Newcastle Studio responsible for Valkyrie VR becomes part of Sumo Digital as **Sumo Newcastle**; Brighton-based studio and BAFTA award-winning **The Chinese Room** is acquired and joins Sumo Digital in August; **Atomhawk** opens the doors of a second studio in Vancouver, Canada.

2019:

In January, Leeds based **Red Kite Games** is acquired and joins Sumo, mobile game and games as a service development studio **Sumo Leamington** opens in April, tech-focused **Sumo Warrington** opens in October.

2020:

The **Sumo Digital Academy**, a talent development programme, is launched, designed to create new pathways into the industry; **Lab42** is acquired in May.

2021:

PixelAnt Games, based in Wroclaw, Poland, joins Sumo Digital expanding the Group's international presence; as well as acquiring **Timbre Games** in Vancouver, British Columbia, and opening a new studio in India, **Sumo Bangalore**.

2022:

In January, Sumo Digital's parent company Sumo Group is acquired by **Tencent**, one of the world's largest video games businesses. Working with Tencent enables Sumo Group to accelerate its business strategy, presenting opportunities to fast-track its Own-IP ambitions, attract and retain even more talented people, boost its positioning as the go-to partner for turnkey and co-development projects and support further growth by acquisition.



In June, a second **PixelAnt Games** studio is opened based in the Czech Republic. This month also sees the first-ever Sumo Developer Conference, the business' internal Learning and Development conference dedicated to sharing cutting-edge knowledge across different game development disciplines to help inspire our people.

2023:

Sumo Digital celebrated its 20th anniversary in June with **'SumoFest'** a special festival event exclusively for Sumo staff, which is held after the business's flagship two-day learning and development event **SDC23**.





In September, Sumo Digital announces that Leamington Spa-based mobile game dev studio **Midoki** has joined its family of studios.

2024:

Bristol-based **Auroch Digital** officially joins the Sumo Digital family of studios.



SNAPSHOT OF NOTABLE GAMES



2024
Still Wakes the Deep from critically acclaimed studio, The Chinese Room, is released on PC, PS5 and Xbox Series X|S.

2023
Sumo Nottingham and publisher Gun Interactive launch The Texas Chain Saw Massacre on PlayStation, Xbox, and PC.

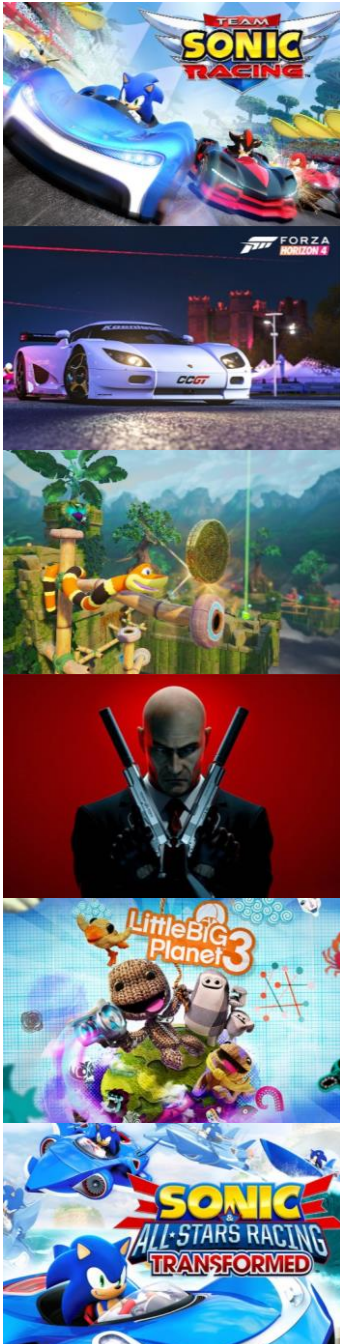
2022
Publisher studio Secret Mode and developer studio The Chinese Room announced its multi-award-winning 'Little Orpheus' would be coming to PC, PlayStation, Xbox and Nintendo Switch in March

2021
Sumo Digital launches Hood: Outlaws & Legends on PlayStation 5, Xbox Series X|S, PlayStation 4, Xbox One, and PC. Developed by teams in Newcastle and Pune and published by Focus Home Interactive

2020
Sumo Digital's second own-IP game, 'Spyder', is released exclusively for Apple Arcade, Atomhawk works with publisher 2K to create concept art and motion graphics for 'XCOM: Chimera Squad', released in April, Sumo Sheffield releases 'Sackboy: A Big Adventure' as a launch title for the PlayStation 5 and PlayStation 4

Commented [EG(1): @Kerry Rizzo (She/Her/Hers)] - is it worth specifying that these are end to end dev projects? Cause we have some good porting/support games but they aren't references. Like CoD in 2021, Hogwarts Legacy in 2022, MK1 etc

Commented [K(2R1):] Yes good shout - I'm just briefing in CS for a whole new template so will add that in for that!



2019
Atomhawk creates concept art for NetherRealm Studios 'Mortal Kombat 11', released in April; 'Team Sonic Racing', developed for SEGA, is released, and Atomhawk works with Microsoft on announcement for AR experience 'Minecraft Earth'

2018
Working with Microsoft Studio's Playground Games, Sumo Digital completes work on 'Forza Horizon 4', released in September, Sumo Digital works once again with partners IO Interactive on 'Hitman 2', released in November

2017
Sumo Digital's first own-IP puzzle platformer game, 'Snake Pass', developed from an internal Game Jam competition, is released

2016
Sumo Digital works with partners IO Interactive on 'Hitman'

2014
Platform-adventure 'LittleBigPlanet 3', developed for Sony, is released in November

2012
Sumo Digital develops 'Sonic & All-Stars Racing: Transformed' for SEGA



2004

Sumo Digital develops the classic arcade-inspired 'Outrun 2' for Xbox

ENVIRONMENTAL, SOCIAL AND GOVERNANCE

At the heart of our business

Environmental commitments

As part of Sumo Group, we are dedicated to growing a sustainable business that provides security to its people while delivering a first-class experience to its partners and players.

The Group is committed to reducing the environmental impacts of our operations by becoming Carbon Neutral by 2030 and Carbon Net Zero by 2045. Our measures can be found on our website. Our measures can be found on our website [here](#)

Learning and development

Sumo's approach to talent development is creating a culture of collaboration that fast tracks knowledge across the organisation to create game development excellence.

Our flagship learning and development event Sumo Developer Conference brings our people together to collaborate and share cutting edge knowledge to inspire games development. SDCXtra is a regular learning programme with hour long, discipline focused sessions encouraging more technical and inspiring content pertinent to our people.

Our space for training and immersive learning, Dojo, gives our people access to a wealth of learning resources from external sources and user generated content, giving opportunities to see and learn from live projects and dev teams. There are also annual "Learning Days", paid days of learning that can be used specifically to further professional growth and career development pathways giving clear steps for career growth at Sumo.



We're committed to raising awareness of the games industry as a viable career choice for those currently in education or looking for a change in their career.

The [Sumo Digital Academy](#) is a talent development programme creating new pathways into the games industry, opening the door to graduates looking to make their first career move, those skilled in different industries and those seeking a career change. The Sumo Digital Academy is the first in the UK games industry to be recognised by the government and the Institute for Apprenticeships and Technical Education. In 2024, the Academy introduced its first Technical Art cohort in addition to the Programming cohort.

Our diversity internship consists of 8 weeks of C++ training, portfolio development and programmer role and responsibilities and we work with the Ahead Partnership, an initiative that sees young people connect with employers for practical, hands-on work experience.

Social commitments

As a people business, the social element of ESG is vitally important to Sumo. The success of its people is the success of its company. Sumo focuses on supporting its employees, nurturing their talent and providing a healthy, friendly, enriching, creative and safe environment for them to work. Sumo also looks for opportunities for meaningful causes that matter to its employees, clients and partners.

Charity Support:

Our charitable and community initiatives provide support for meaningful causes that matter to our people and partners.



Supports children and their families suffering from neuroblastoma



Provides bespoke control setups and resources for people with physical challenges across the globe to play video games and feel included

In addition, each of our Sumo Digital studio has its own chosen charity partner to support each year.

Governance at Sumo Digital

We aim to facilitate effective, entrepreneurial, and sensible governance of the business, to deliver long-term success. Our targets around governance can be found [here](#)

INCLUSION AND BELONGING

Our partnerships:

Sumo is committed to working towards meaningful and enduring diversity across the industry, and to raising awareness of games development as a viable career choice. By partnering with initiatives and projects that share and align with our values we can help make an impactful and measurable difference in this area.

We have longstanding collaborative partnerships with [Women in Games](#), Global activists for women in games and esports, the [Ahead Partnership](#), a schools outreach programme helping overcome inequality, promote opportunity and deliver positive change within society, and [Mission Gender Equity \(30% Club\)](#), a global campaign led by Chairs and CEOs taking action to increase gender diversity at board and executive-committee levels.



[Code Coven](#) which provide marginalised developers with the skills and confidence needed to thrive in the games industry, the company continues to work in partnership towards a more diverse and inclusive industry.

Sumo is a gold sponsor of industry mentor scheme [Limit Break](#).



Sumo's Inclusion and Belonging diversity focus group

PRISM is Sumo Group's internal Inclusion & Belonging community, created to better foster connectivity, increase psychological safety for our people – especially those from underrepresented and/or marginalised communities – and to enable and empower them to be a part of active change across Sumo's global studios. PRISM houses four open streams, CHROMATIC (Underrepresented Ethnicities), IRIDIAN (LGBTQ+), ULTRAVIOLET (Marginalised Genders) and WAVELENGTH (Ability & Well-being) plus two private streams. The streams each have a sponsor at Director level and are guided by 'Diversity Champions', who collaborate with members of their community to host panels, attend events, run workshops and share resources. You can read more about Prism [here](#).



AWARDS HISTORY

Credibility and industry recognition

2024

Sumo Digital wins Co-Development Studio of the year at the **MCV/DEVELOP Awards**

Sumo Digital is crowned the winner of the **Best UK Developer** award at the Ukie Video Game Awards

2023

Sumo Digital is named #3 in the **Best Companies To Work For** In The Technology Sector Q1 list

Sumo Sheffield & Red Kite Games (Yorkshire and the Humber #1), Sumo Newcastle & Atomhawk (North East #1), Sumo Leamington & Lab43 Games (#3 West Midlands), The Chinese Room (South East #5), and Sumo Nottingham (East Midlands #7) rank highly among the **Best Places to Work** Q1 2023 Awards

Sumo Digital is crowned Best Creative/Co-Development Partner at the **MCV/DEVELOP Awards**

Atomhawk wins Best Creative Provider at the **Develop:Star Awards**, and receives recognition at the **GI.biz Best Places to Work Awards 2023**

2022

Sumo Sheffield's Sackboy: A Big Adventure wins in the Game Category at **Children & Young People BAFTA award**

Sumo Digital wins Best Studio in the **Develop: Star Awards**

Red Kite, Lab42 and Timbre Games win **GI.Biz Best places to work**

2021

Sumo Sheffield's Sackboy: A Big Adventure gains two **BAFTAs** for Family Game and British Game

Sumo Digital and Atomhawk are awarded **TIGA Star Awards**

Sumo Digital wins Best Studio in the **Develop: Star Awards**

2020

Red Kite Games wins Best Small Business and Sumo Leamington wins Diversity at the **GI.biz Best Places to Win Awards**

The Chinese Room's Little Orpheus wins the **TIGA** Award for Best Casual Game and the Apple Arcade Community Award for Best Performance

Sumo Digital wins **MCV/DEVELOP's** External Development Partner of the Year award

2019

Sumo Digital is awarded **TIGA's** Best Independent Studio

2016

Sumo Digital wins **TIGA's** Best Large Independent Studio

2015

TIGA awards Sumo Digital the UK Heritage Award

'LittleBigPlanet 3' (developed by Sumo Sheffield) is awarded **DICE's** Best Family Game

LEADERSHIP AT SUMO DIGITAL

Dedicated to prioritising Sumo people and their talent



Gary Dunn

Managing Director at Sumo Digital

After a 12-year career in Telecommunications, Gary joined the games industry in 2002, becoming Executive Producer for the Colin McRae Rally Franchise, being promoted to the Codemasters board after only three months, Gary was responsible for all internal and external development. Gary joined SEGA in 2005 and led the integration of both Creative Assembly and Sports Interactive into the company, notably growing the former from 60 to 300 staff.

Gary returned to Codemasters in 2013, running the development for the company once more, including the F1 and DIRT Franchises. Gary ran his own Consulting practice for three years before joining Sumo.



Tim Wilson

Vice President at Sumo Digital UK

Having graduated from Warwick University, Tim had an 11 year career in the Marketing and Communications sector, holding account management and planning roles working for brands including Virgin Money, Vodafone, Natural History Museum and World Rowing. He joined Atomhawk as Head of Operations in 2015, playing a key role in the expansion of the studio's growth of headcount, revenue and international footprint.

He was appointed as Managing Director in September 2018 and oversees the Atomhawk studios in Gateshead and Vancouver. Tim is a member of BAFTA.



Jim Woods

Vice President at Sumo Sheffield

Jim entered the games industry in 1987 with PC Wise, before joining Cross Products in 1989. Jim joined DMA Design in 1997 as Development Manager and later Development Director, where he managed the development of games including Grand Theft Auto, GTA2 and GTA3 along with Space Station Silicon Valley, Body Harvest, Tanktics & Wild Metal Country. In 2003 he joined Codemasters and spent two years as Executive Producer on Colin McRae Rally. Jim worked with SEGA before joining Sumo Digital as Senior

Development Director in 2017, before moving to Production Director in April 2019 and in 2020 was promoted to Studio Director – overseeing the transition to home working during the pandemic.

Jim was promoted to Vice President of Sumo Digital UK, responsible for Sheffield Studio, in October 2022.



Dr. Tomas Rawlings

Vice President at Sumo Digital UK

Dr. Tomas Rawlings is an experienced, award-winning games designer and former Studio Director of Auroch Digital. He's worked on original titles (Mars Horizon), well-loved IP (Star Wars: The Battle for Hoth and the award-winning Call of Cthulhu: The Wasted Land), he also co-founded the Digital Tabletop Fest and SimFest with Steam.

A speaker and consultant, Tomas has worked with the Wellcome Trust, UK Parliament, the BBC and more. He created Auroch Digital's acclaimed GameTheNews.net producing the global talking-point Endgame:Syria (part of the V&A museum's games exhibition). He has a doctorate from UWE (Software Studies) and co-founded the Bristol Games Hub.



Jess Gaskell

Director of PMO at Sumo Digital

Jess Gaskell is best known for her involvement in the Hitman franchise and her role as the Executive Producer on the BAFTA award-winning Sackboy: A Big Adventure. She started her career in games at Sumo over a decade ago, where she gradually built her expertise and developed a strong interest in game production.

Currently, Jess holds the position of Director of PMO (Project Management Office), where she applies her prior experience in game production to support Sumo's operational and development teams, ensuring that they have access to first-class tools, effective project management processes and providing strategic project support across the business.



Steven Zalud

Director of Distributed Development at Sumo Digital

Steven has worked in the games industry for over twenty-five years with leadership roles at Sumo Digital, Electronic Arts, Criterion Software and Gremlin Interactive. His major focus in his career has been in the games and technology domain, with specialisms in programme/project management, leadership and organisational development. Currently, he holds the role of Director of Distributed Development focusing on strategic resourcing, external development partnerships and enabling teams and studios to scale and harness organisational strategies to deliver complex projects across all Sumo Group studios. On a personal level, he's larger than life, with a wide range of intellectual interests, surprising hair and keeps insisting that people call him 'Zaz'.

If you need a radical approach to something and have time on your hands, he's more than happy to discuss interesting problems and debate what the future brings.

STUDIO DIRECTORS AT SUMO DIGITAL



Chris Southall

Studio Director at Sumo Leamington

Chris Southall is the Studio Director at Sumo Leamington, with over 25 years of studio and engineering leadership experience and specialist knowledge in both mobile game development and games as a service. Chris has worked on a range of projects, including AAA console and PC titles and Free-to-Play mobile games, and has helped bring a number of quality titles from conception to market.

Previous roles held by Chris include Head of Studio at SEGA HARDlight, CTO and Technical Director at SEGA Europe and Chief Technical Officer at Codemasters. Notable titles Chris has worked on include Micro Machines, Colin McRae Rally, SEGA Rally, Empire: Total War, Sonic Unleashed, Bayonetta, Sonic Jump, Crazy Taxi, Sonic Dash and Sonic Forces: Speed Battle.



The Chinese Room

Ed Daly

Studio Director at The Chinese Room

Ed is a Computer Science graduate that was a games programmer, before leading his first games dev start-up in 1999. He then spent 15 years as a Studio Head including Brighton-based Zoe Mode which, at its peak, was around 150 people over four sites. He then worked as Managing Partner in a tech investment and consulting firm, followed by a spell as MD of an experiential agency bringing interactive tech to live experiences.

He's now happily back in Brighton and in games as Studio Director of The Chinese Room.



Gary Edwards

Studio Director at Sumo Nottingham

Gary Edwards is the Studio Director at Sumo Nottingham and brings over 27 years of game development experience. Since taking the reins in 2019, the Studio has worked on titles including The Texas Chain Saw Massacre, Team Sonic Racing, Hogwarts Legacy and the Forza Horizon series. Gary has been part of the Sumo Digital family since 2006 and has worked on a range of games including Hitman and Disney Infinity.

With a wealth of experience in production, programming and development, Gary previously held roles at Gremlin Interactive, Infogrames and Runecraft.



Owen O'Brien

Studio Director at Sumo Newcastle

A seasoned Studio Director with over 20 years of broad industry experience in publishing as well as development, Owen has built and led world-class development teams both in high-profile franchises with numerous stakeholders (Harry Potter) as well as providing the creative leadership, drive, and innovative thinking to create a new IP from scratch (Mirror's Edge). Recently he headed up CCP Newcastle where he was responsible for the creative direction and all aspects of the production of EVE: Valkyrie. A flagship title for the new generation of Virtual reality headsets.

Since 2019, Owen has been Studio Director at Sumo Digital Newcastle, who specializes in third-person action games like Hood: Outlaws and Legends – and has supported many AAA franchises like Call of Duty, Hitman and Mortal Kombat.



Pawel Rohleder

Studio Director at PixelAnt Games

As a game industry professional with a strong software engineering background, Pawel is deeply committed to fostering people-oriented cultures that prioritize values, creativity, and collaboration. For over two decades, he has honed his skills in the gaming industry, working on numerous AAA titles from concept to launch, including Dying Light, Dying Light 2, Dead Island, and Call of Juarez series – having spent 14 years at Techland and over 2 years at Sumo. At PixelAnt Games, where he currently serves as a leader and Studio Director, Pawel is driven by a passion to bring the fun back into game development. He leads a team dedicated to pushing boundaries and embracing innovation in their quest to create unforgettable gaming experiences.

Beyond his work as a studio head, Pawel is a regular and sought-after speaker at more than 60 gaming and technology conferences. He thrives on tackling new challenges, approaching every obstacle with a tenacious spirit and a willingness to embrace the impossible. Pawel remains committed to fostering a positive, inclusive, and forward-thinking game development community.



Scott Kirkland

Studio Director at Sumo Warrington

Scott joined the games industry as a junior programmer at Digital Image Design in 1996, specialising in hardware-accelerated graphics for their flight sim games. He left in 1999 to be one of the co-founders of Evolution Studios where he contributed to, managed, and ultimately led three console generations of pioneering game tech development, taking a keen interest in best practices and team well-being along the way.

Prior to establishing Sumo Warrington in 2019, he also ran an indie studio and worked as a multi-project Development Director at Sumo Sheffield.



Simon Iwaniszak

Studio Director & Founder at Red Kite Games

With over 17 years of industry experience, Simon has spent the last 11 years running the multi-award-winning development studio, Red Kite Games. Founded by Simon in early 2012, Red Kite is now part of the Sumo Digital family of studios. Having built a reputation for delivering a high-quality service creating AAA PC/console games across varying genres, Red Kite is supporting multiple world-class publishing partners.

Before Red Kite, Simon started his career at Rockstar working on incredible franchises such as Grand Theft Auto and Red Dead Redemption. Simon is also a proud Ambassador of the games charity SpecialEffect and provides consultation for several Yorkshire-based universities.



Stewart Neal

Studio Director at Sumo India

Stewart Neal is the Studio Director of Sumo India Studios, part of Sumo Digital Studio, a principal subsidiary of Sumo Group. He spearheads the company's development teams across India, overlooking game development in its India studios across Pune and Bangalore. He plays a pivotal role in defining the strategy, building awesome teams, and ensuring the resumption of the right culture in the India studios. With his vast experience of 25 years in the videogame industry, Stewart strongly feels that a studio culture of ownership, respect, innovation, determination, accountability, recognition, and fun is what makes Sumo India Studios a proven successful Studio team.

Stewart began his journey with Sumo India's Pune studio as a Development Manager and is now the Studio Director of Sumo India. Prior to joining Sumo, Stewart was associated with Codemasters, Rockstar Dundee (formerly Ruffian Games), Midway Games and The Pitbull Syndicate Ltd. He holds a master's degree in management which he pursued during his corporate stint and believes helped him fundamentally in developing his leadership skills.



Terry Goodwin

Studio Director at Lab42 Games

Terry is the Studio Director of Lab42 Games and fell in love with the medium playing Wonder Boy in the 80s. They became obsessed with making mods for Doom and Quake and pursued that passion as a career in the games industry, working in programming and design.

Since Lab42 began, Terry has been committed to its mission of creating a first-class games development studio that puts its people first, and where mental health is as much of a priority as physical well-being.



Nina Adams

Studio Director at Auroch Digital

Nina Adams has had an eclectic and varied career path. From circus performer to Studio Director, and everything in-between. Nina joined Auroch Digital in 2015 as the Office Manager when the company was 12 people, and over the years has worked across the breadth of the company, from finance to business development, and HR to production, working her way up to Studio Director and Auroch reaching 125 people.

Nina's experience working in an indie company to senior management of a large studio, along with a mental health and ADHD journey over the years, has given her a passion to want to help others in the industry and share as much knowledge with anyone who can benefit from that.

PRESS OFFICE

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