

TOBIAS ANDERSSON – EXECUTIVE PRODUCER

Tobias Andersson is the Executive Producer for self-publishing at Avalanche Studios. He comes from a content creation background has been with the company since the start of Just Cause back in 2004. Tobias has been involved in production for several of the company's AAA titles, as well as the self-published games, including the Hunter: Call of the Wild.

EMIL KRAFTLING – GAME DIRECTOR

Emil Kraftling is the Game Director on Generation Zero. He has worked in the gaming industry for 16 years, starting out across the fence as writer and editor of PC Gamer magazine. Emil has spent the past decade at Avalanche Studios working as a Narrative- and Game Designer, as well as a Design Lead on a range of games, including Mad Max and the Just Cause franchise.

DAN PEAKE – LEAD DESIGNER

Dan Peake is the Lead Designer on Generation Zero. Starting his career as a game programmer, he soon switched over to design, which he has been doing ever since. Working mainly on AAA titles, Dan has touched almost every aspect of design over his 14 years in the industry.

PAUL KESLIN – PRODUCT OWNER

Paul Keslin is the Product Owner of Generation Zero. With 11 years working in the industry in various marketing and production roles, Paul now sets the long-term vision and direction for the game. By working closely with the community and production teams, as well as taking our players' feedback into consideration, he aims to get the right content out at the right time.