Motiga—Experience, Track Record, and Passion

An Online Game Studio

First, let's cover the basics: We're an independent game studio composed of about 110 industry veterans, working on an online game that takes competitive gaming to the next level.

Motiga is working—and playing—hard right now, making *Gigantic*, a free-to-play shooter MOBA where heroes battle alongside a massive guardian in a fight for supremacy. Artists, animators, programmers, and designers are breaking new ground in gameplay and artistic style.

With early investment from some of the world's top free-to-play game publishers, Motiga has the stable foundation to create games that move the industry forward and create magical game experiences.

What Makes Motiga Different?

Three things distinguish Motiga from other studios: experience, track record, and passion.

Experience—Almost everyone at Motiga has spent time at the biggest companies in the industry: EA, Sony, Microsoft, and NCsoft, to name a few. Fundamentally, they know how to make games—from infrastructure to design to art to marketing.

Track Record—But Motiga's developers haven't just made a lot of games—they've made a lot of great games. All-time greats like *StarCraft, Guild Wars, Gears of War*, and *Halo*, for example.

Passion—Motigans love to immerse themselves in their individual crafts: art, code, and design. The next generation of great games will be products of expert craftsmanship, not beholden to fourth-quarter marketing projections, obligatory sequels, or pointless licenses.

The Motiga Story

The tale of Motiga began in August 2010 with a mission: make core game experiences that are accessible, fun, and push the industry forward.

Since 2012, we've been working on *Gigantic*, a free-to-play shooter MOBA for Windows 10 and Xbox One. It's scheduled for release in the 2015 holiday season.

MOTIGA AT A GLANCE

Location: Bellevue, Washington

Size: 110 employees

Founded: 2010

Current Project: *Gigantic*, a shooter MOBA with massive guardians (2015).

KEY PLAYERS

Chris Chung
Chief Executive Officer

- CEO of NCsoft's North American and European operations
- Chief strategy officer at Trion Worlds

Rick Lambright
Chief Technology Officer

- Director of online technology at Sony Online
- Technical director at Sierra Online/Vivendi
- Chief architect at Gazillion

David Reid
Senior VP Publishing

- Director of platform marketing, Xbox 360
- Pres. of publishing, NCsoft West
- Senior VP publishing, Trion Worlds
- Chief marketing officer, CCP

James Phinney
VP Product Development

- Lead designer/lead producer, *StarCraft*
- Lead designer, *Guild Wars*
- Creative director, *Guild Wars 2*
- Creative director, *State of Decay*