BIO

Graeme Bayless - - Director, Cyberstorm 2: Corp Wars

Graeme Bayless started his career in the gaming industry in 1987 when he moved from a part-time play testing job to a game developer just during the interview process at Strategic Simulations Inc. in California. He has spent his time designing, producing and developing every sort of game imaginable during his time at Sega and SSI.

Some of his proudest moments have included a review of his game Battle of Napoleon, entitled, "Better Than Sex" which in appeared in Computer Gaming World. In his time, Graeme has whipped a quality assurance department into shape and, of course, he's proud of the Cyberstorm line.

Graeme is 34 (going on 18) and happily married to another gameaholic. He considers himself one of the luckiest people alive because he gets to work in a field that is his hobby. He and his wife are owned by three cats and two computers. When he's not working or playing behind a monitor, Graeme competes in board or miniature game tournaments, holding one national title.

Graeme's motto: "I live to game…I game to live."

Contact: Sandy Muller, PR Manager
1600 Millrace Drive
Eugene, OR 97403
Sandy.muller@dynamix.com
541-334-4946