



Team Biography



Team Breakdown

Director – Jon Burton

Jon has been the owner and director of Traveller's Tales since it was started in 1989. Since then he has directed, designed or programmed on each of the companies 19 published games to date. Eight of these games have sold over a million units, with five of those selling over two million units, and Traveller's Tales running total is over 23,000,000 games sold to date. The company is dedicated to producing games with no adult content, and specialises in licensed action games for kids and teens.

Producer – Paul Flanagan

Paul started in the industry within Ocean Software's QA Department as Games Tester in 1991. He was promoted to Lead Tester in 1994 and to Assistant Producer within the Infogrames Sports Studio in 1999 working on Ronaldo. He became a full Producer in 2000 within same studio producing UEFA Manager 2000 and Premier Manager 2001 before moving to Warthog in February 2001 as Producer and completed Quiz Show and Rally Championship, Wolverine & Harry Potter & the Philosophers Stone before moving on to Traveller's Tales in May 2004.

Associate Producer/Designer – Andy Burrows

Andy joined the industry in 1999 as a designer at Jester Interactive. Since then he has worked for Rebellion, Warthog and moved to Traveller's Tales in 2004. During this time he has worked on several titles including Manic Miner, Rainbow Six: Lone Wolf, Battlestar Galactica, Mace Griffin: Bounty Hunter and Harry Potter and the Philosophers Stone. Andy will be overseeing the production of the NGC & PSP versions of Narnia.

Company Head & Lead Programmer – Dave Dootson

Dave started within the industry at Traveller's Tales back in 1991. During his time at Traveller's Tales, he has worked in various programming roles but now holds the position of Head Programmer for the entire company. Dave has worked on a huge range of titles such as Leander, Mickey Mania, Rascal, Toy Story 1 & 2, Haven, Finding Nemo and Lego Star Wars.

Lead Artist – Leon Warren

Leon started working in the industry in 1994 at Sensory Deception and in 1997, moved to Traveller's Tales. During his time at Traveller's Tales, he has worked in a lead artist capacity on Haven: Call of the King, WRC, F1 and has also worked on Rascal, Toy Story 2, Toy Story Racer, Finding Nemo, A bugs Life & Crash Bandicoot.

Associate Lead Artist – Nic Daly

Nic started in the industry in 1999 at Hammerhead as a texture artist working on titles such as Quake 2 & Blade. She moved to Traveller's Tales in 2001 where she trained up as a character modeler in Maya working on Crash Bandicoot, Finding Nemo, Haven and Lego Star Wars. She has recently made the transition to level artist.

Lead Animator – Antony Whiteley

Antony started in the industry with ATD in 1996 as a character modeller. In 2001 he moved to Traveller's Tales and has worked as an animator on Crash Bandicoot, Finding Nemo and Haven amongst other games.

Lead Cut-Scene Animator – Bill Martin

Bill started in industry in 1998 at Warthog Games. Previous to this, he worked freelance for 15 years being involved in TV/Video/Exhibition work for a number of companies including Cosgrove Hall & Yorkshire Television. While at Warthog, Bill worked on numerous projects as Animator and Lead Animator and more recently as Lead Cut-Scene Animator on Harry Potter and the Philosophers Stone. He moved to Traveller's Tales in 2004.

Audio Engineer – David Whittaker

Now a legend in the audio department, David started in the industry in 1982 as a freelance computer programmer (including music, graphics and sound effects design) for most commercially available formats. During his time he has worked on pretty much every format ranging from the Commodore Vic20 to the Sony PS2. Prior to joining Traveller's Tales in 2004, David has worked for several high profile companies including holding the position of Audio Specialist/Director at Electronic Arts, USA and has worked on a huge range of games including Medal of Honor, John Madden Football, James Bond (The World Is Not Enough & Tomorrow Never Dies) & Lego Star Wars.

Programmer – Steve Harding

Programmer – Matt Davies

Matt has worked in the industry on and off since 1997, working for Codemasters, Acclaim, Psygnosis, Computer Artworks and Con-founding Factor. He has recently worked on Star Wars Lego (sound code) and Galleon (engine programming and Xbox port). He was also involved in the PC port of Brian Lara's Cricket before moving to Traveller's Tales in 2004.

Programmer – Mark Bidewell

Mark started in the industry in 2000 at Infogrames working on Superman Shadows Of Apokolips (Character movement/Controls/Animation/Game play). He then moved to Zoo Digital in 2004 to work on Premier Manager 2004/2005 before joining Traveller's Tales in 2005.

Background Artist – Jonathan Shaller

Jonathan joined Travelers Tales as Junior Artist in early 2004, this being his first job within the games industry.

Background Artist – Dave Burton

Dave has been working at Traveller's Tales since 1993 as a game artist producing 2D and 3D art and animation. His main role at the company is as a 3D background artist/level builder and he has worked on numerous titles including Sonic 3Dblast, Toy Story 1 & 2, A Bug's Life, Finding Nemo, Haven, and Lego Star Wars and was lead artist on Buzz Light-year.

Background Artist – Paul McCormack

After graduating from Art College, Paul started with Traveller's Tales in 2000 and has worked as Level Artist on Haven & Lego Star Wars.

Character Artist – Guy Avery

Guy started in the industry in 1995 with General Simulations Incorporated before moving on to Videosystems, Genepool Software, and Acclaim Studios before joining Traveller's Tales as Character Modeler in late 2004. Guy has worked on titles such as Wings of Destiny, F1 Championship, Wolverine and ATV3.

Cut-Scene Animator – Richard Drumm

Richard started in the industry with Cosgrove Hall as animator in 2000 working on Vice City before moving to Warthog in 2002 to work on Harry Potter and the Philosophers Stone. He moved to Traveller's Tales in 2004 and was involved in the animation of the cut scenes for Star Wars Lego.

Cut-Scene Animator – Ross Norcross

Ross has been in the industry since 2003. He started at VIS in Scotland working on "Brave Spirit Dancer" and left to join Traveller's Tales in late 2003 where he has worked on Crash Bandicoot and Star Wars Lego. All projects he has thus far worked on have been in the capacity of animator, primarily working on cut scenes.

Cut-Scene Animator – Annika Barkhouse

After finishing her BA at NCCA Bournemouth a year previous, Annika started at Traveller's Tales mid 2003. Before moving onto Narnia, Annika worked on the animation of the in game cut scenes for Lego Star Wars.

Cut-Scene Animator – Chris Dicker

Chris Started work at Traveller's Tales in 2000 working on Buzz Lightyear as Lead Animator, Crash Bandicoot, Haven, Finding Nemo and Lego Star Wars as cut-scene animator.

In-Game Animator – Simon James

Simon started originally at Traveller's Tales in 1991 working as character designer for Leander before moving to Hammerhead in 1997 where he worked on Shadowmaster, Quake II & Blade as Lead Animator. He then moved onto Sony in 2001 where he worked on Formula 1 2001 & 2002 in the lead animator role. He then moved to Cosgrove Hall in 2004 working on The Warriors before returning to Traveller's Tales later that year.

In-Game Animator – Steve Thomas

Steve joined Software Creations in 1991 and worked on titles such as Spiderman, Tinstar, Cut Throat Island and Water World before moving to Psygnosis in 1998. After completing Brainless, he moved to Zed Two in 1999 to work on Taz Express, Pillage & ET. He then joined Genepool on 2001 working on Wolverine and then Blade Interactive in 2003 before moving to Traveller's Tales in 2004.

In-Game/Technical Animator – Ed Cates

Ed started in the industry as an animator with Core Design in 2002, working on an unreleased product named Fighting Force 3. He then moved to Travellers Tales in 2003 Started at Traveller's Tales as animator and was involved in the animation of the cut scenes for Star Wars Lego.

Technical Team Breakdown

Lead Engine Programmer - Alistair Crowe

Alistair began his career between 1990-1993 as a research scientist at the British Aerospace Sowerby Research Centre, investigating applications of computer vision and intelligent control techniques in the Aerospace industry. He left to pursue a PhD in the Dept. Psychology, University of Sheffield 1993-1996, researching approaches to human movement modeling using AI and inverse kinematics techniques. He first foray into the games industry was with Argonaut Technologies, 1996-1997, working on the BRender API and developing device drivers for in house rasterisation hardware. After this he joined the core rendering team at LightWork Design Ltd, 1997-1999, working on high-end software renderers for the CAD industry. He joined Traveller's Tales as an engine programmer in 1999, playing a significant role in the development of the engine, Maya exporter and converter tool chain, ultimately taking up the Lead on engine development. He has contributed engine and tools programming for the titles Crash Bandicoot Wrath of Cortex, Haven: Call of the King, Finding Nemo and Lego Star Wars.

Engine Programmer - Steve Monks

Steve published his first game (Dogsbody) in 1985 for the Sinclair Spectrum and Amstrad CPC464 through Bug Byte. He then joined Digital Image Design in 1993 to work on TFX. While at DID, Steve was lead programmer on EF2000, F22 and Wargasm. Steve moved to Traveller's tales in 1999 and has worked on Toy Story 2 and Sonic R and was lead engine programmer on Crash Bandicoot and Haven.

Engine Programmer - Paul Hunter

XBOX / Tools Programmer - Roland Hougs

Roland started in the industry with Traveller's Tales in 2001 and has worked on Haven, Nemo, Lego Star Wars as Xbox programmer, WRC and F1 and Lego Star Wars as lead tools programmer.

XBOX Programmer - Kevin Edwards

Kevin first started programming video games in 1982 with numerous published titles on Home computers such as the BBC Micro. He then moved over to game consoles. During his time in the industry, he has worked on several major licenses such as Wolverine, Silver Surfer and Spiderman. These were followed by several games on PC and Xbox plus several OEM/Technology Titles

such as Incoming, Dispatched, Incoming Forces, X-Men 2 and, after joining Traveller's Tales in 2004, Lego Star Wars.

NGC / PSP Programmer - David Connell

Dave started in the industry with Rare in 2000 working on Perfect Dark & Donkey Kong Racing as well as developing technology before moving to Warthog in 2002. While at Warthog he worked on Animaniacs and Harry Potter plus generic/Xbox/NGC engine development. He moved to Traveller's Tales in 2004 where he's worked on World Rally Championship, Formula 1 (both on PSP) as well as helping develop the engine.

PC Programmer - Andy Holroyd

Andy joined Traveller's Tales in 1998 from Tiertex. During this time, he has worked on A Bug's Life, Toy Story 2, Buzz Lightyear and Crash Bandicoot.

PC Programmer - Argiris Baltzis

PS2 Programmer - Richard Frankish

Richard started within the industry in 1985 and prior to joining Traveller's Tales in 2004, has worked at AnF, Elite, Acclaim and Atomic planet.

Engine / Tools Programmer - Alan Murta

Dr Alan Murta has 15 years professional experience in graphics programming. From 1990 to 2000 he lectured at the University of Manchester, where he founded the Advanced Interfaces VR research laboratory and developed an international publication record in computer graphics. From 2000 to 2004 he worked as Senior Graphics Programmer at Elixir Studios Ltd developing the Totality Engine. Game credits include Republic: The Revolution, Evil Genius and the Max Payne series. He is also the author of GPC - the world's foremost polygon clipping library.

Engine / Tools Programmer - Ralph Ferneyhough

Ralph started work within the games industry in 1994 for Psygnosis on Sentient. Since then, he has worked for Dattel, then Studio 33 on the games Newman-Haas Racing, Formula One 99 and Formula One 2000, before joining Traveller's Tales in the mid 2000. There he has worked on Crash Bandicoot, Haven, Finding Nemo and Lego Star Wars

Dynamics Programmer - Chris Halliday

