



David Jaffe

Creative Director, Internal Development Studio, SCEA Santa Monica Studio

As creative director of Sony Santa Monica Studio's Internal Development Studio, Jaffe is responsible for implementing a vision for a game and making sure that it is maintained throughout the entire production process. As the creator of the popular *Twisted Metal*® franchise on both PlayStation® and PlayStation 2 consoles, Jaffe's current role is serving as the director and lead designer for the highly-anticipated *God of War*™ for PlayStation 2.

Jaffe began his career as an aspiring film director. However, while waiting for various television game shows he had optioned to go into production, he fell into the gaming industry as a tester at Sony Imagesoft and has been in it ever since. Jaffe believes that the most significant event in the history of videogames is when electronic interactivity occurred for the first time, and he looks forward to the day that game distribution goes completely digital.

Jaffe lists his favorite games as *Flashback*, *Deus Ex*, *Time Pilot*, *Gyruss*, *Out of This World* and *Ico*. When not working, this Birmingham, Alabama native enjoys movies, comics, spinning, meditation, arguing politics and videogames.

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