

Name	Tony Buckley
Role	Game Director - Wipeout
Location	Studio Liverpool
Joined SCEE	December 2002

After spending a 'miserable' decade as a civil servant, I entered the games industry in 1995, joining Digital Image Design to setup and manage a QA team. Became a producer for the same company in 1996 working on PC titles such as EF2000, F22 ADF, Wargasm & F22 TAW. Joined Infogrames in 1999 as an external producer working on a variety of console titles such as Hogs of War, Men in Black and Premier Manager. Joined Studio Liverpool in 2002 where I have worked predominantly on the Wipeout franchise.