

Meet the team

Name	Current task	Favourite game(s)	A couple of lines about yourself (sharing is caring!)
Garret Arney-Johnson	Organizing the over all texture process used for the interiors and exterior assets to work with SD and Unity 5	I'm currently playing Far Cry 4, but the games most deeply burned in my brain are, Diablo 2, Half life (series), C&C, Quake 2, Homeworld (series), AoE, GTA (series), Civ 5, and many more.	I've been working on The Mandate for close to 2 years now and I'm super excited to see things ramping up. We worked really hard on selecting a quality team and I'm very proud of the work they've been producing so far. Not sure I have a clear or clever reason I ended up in the game industry. When I look back I was always doing this, even in high school I was designing game ideas and drawing concept art before I even knew that was a job. Games had a magnetic attraction for me and I feel I never really chose to work in the industry. It was simply inevitable.
Vegard Myklebust	Working on amusingly named functions like def CreateSolarSystem(planetCount as int, seed as int):	Currently playing Pillars of Eternity. I've loved every Civ game, Mount and Blade with mods is a favourite also. I play anything by Paradox, Hearts of Iron, Victoria, Crusader Kings etc.	I started doing 3d when I was around 14-15, a friend gave me a cd with some 3d programs on it and told me that I should check it out because it was 'cooler than photoshop'. I started as an illustrator, then realized I wanted to be an animator, then I realized that if I wanted to do well in animation I needed good rigs so I became a rigger, then realized that if I wanted to make good rigs I had to learn scripting, then realized that I should really learn proper programming. Turns out that all of those things put together makes a Technical Director so that's what I am today. I'm also a decent chef and a mean swing dancer.
Francisco Kiko Buyo	Character Animator - Space Marines, Combat Locomotion	Mass Effect, Dragon Age, Mario 64, Zelda: A Link to the Past, Team Fortress 2, Super Street Fighter, Naruto, Smash Brothers	Hello from Austin Texas! My name is Francisco Yasutaka Buyo, but you can call me Kiko. I've been in the game industry for over 11 years, working as a Character Animator, and I absolutely love my job. Being an Animator brings a lot of excitement to my life. It's very rewarding to see something you worked on come to life. I am grateful to be apart of the Perihelion Team, to work with talented people in the gaming industry, and having fun making The Mandate. When I was a kid, my favorite hobbies were drawing cartoons, playing video games, and coming up with great adventures for my G.I.Joe toys. It wasn't until high school I realized I wanted to make a career out of my hobbies.
Andrzej Marszalek	Character modeling, texturing and shading.	Baldur's Gate, Starcraft, Mass Effect, Witcher, Heartstone, Lineage 2.	Hi! I'm Character Artist from Poland. I create cg art since I was eleven. I was always highly fascinated by sci-fi and fantasy genre, reading all available books and playing all possible games. Growing with titles such Baldur's Gate and Starcraft inspired me to work in the game industry where I focused on developing character art. Not long ago I got a fantastic opportunity to work as a freelancer with highly talented people from all over the world under a Perihelion banner. Developing such variety of characters for Mandate will be extremely fun and challenging as well. I'll put my best effort to provide you with memorable and beautiful experience with our game.
Jan Weißbecher	Design EUR HC Upgrades	Baldurs Gate Series, The witcher Series, Garry's Mod, Uncharted 2, Don't Starve, Civilization 5, Skyrim, Gothic 1&2	Hello fellow spacetravellers! I am a Concept Artist based in Germany. I have been working mostly in the German games biz until now. Thanks to Perihelion though, I am starting to spread my wings a bit. I am having a great deal of fun since I joined the team about a month ago. I will probably spend most of my time designing the spaceships that you will get to fly around and do space battle with! Hopefully you will have just as much fun with them later as I have right now!
Zachary Madere	Concepting Black Eagle HC Upgrades	Dark Souls, War Thunder, Metal Gear, Fallout, Legend of Mana, Ace Combat	Ahoy! I am a concept artist working from Seattle, Washington. I've been freelancing for video games, mostly card game and moba stuff, for the past few years but I couldn't be more stoked to finally be working on a sci-fi project like the Mandate. I'm very excited about the different races and the ships we've been working on lately, I can barely wait to play this game!
Francois-Olivier Bellotto	Lead Artist - Currently working on the Grand Fleet faction.	Baldur's Gate series, Quake series, Civ 4, Half-Life series, Gothic series, Witcher series, obsessed about car racing games. Game of the moment: Divinity: Original Sin.	Hey everybody ! I'm an artist from France, currently living in the Canadian permafrost. I started working on video games in 2001, on such titles as Deus Ex 3, three Splinter Cell games and Dark Messiah of Might & Magic to name a few. I joined Perihelion a few weeks back, and I cannot wait for you to see what we've been working on ! The universe is massive, and the degree of details will blow you away 😊 !!!

Greg Mirles	3D Artist - Working on building ship interiors	Dead Space, ICO, Metal Gear Solid Series, Mass Effect Series, Jet Set Radio Game of the moment: Resident Evil 2: Revelations	Greetings True Believers! I'm an artist from America, currently weathering the last breaths of Winter. I have been in games for about 4 years now, having worked on Lexica by Schell Games and at Carnegie Mellon University on the Alice 3 project. I have been on the project since around the middle of the Kickstarter campaign. Working on The Mandate has been one of the best experiences of my career and I'm so glad to be able to make this game and see everyone get so excited about it!
Matt Kline	3D Artist - working on ship consoles and interiors	Team Fortress 2, Hearthstone, Shadow of the Colossus, Final Fantasy, Orcs Must Die!, Skygunner, Bastion, Don't Starve, Civ 5, Deus Ex	Good day everyone! I'm a 3D artist from Pittsburgh, Pennsylvania. I've been working in the game industry for about 4 years now, working on a couple of different companies in Pittsburgh. I've just recently joined the team about 2 months ago and have only just started drooling/working on The Mandates environments! I enjoy long walks on the beach, live streaming my art/video games, and protecting the world from devastation.
Victoria Passariello	Modeling and Texturing the Arkwright Heavy Cruiser Upgrades	Starcraft, Diablo, Braid, Machinarium, Jedi Academy, Mario	Hello, I Graduated in industrial design in 2008. During my career i always wanted to design and make cool products without caring about the manufacturing process or the more resistant and efficient materials to the products, i just wanted to create sci-fi. Thats why after my degree, i started to learn video games by myself for around 3 years, i learned the software and all the pipeline to create 3d from the concept to the final ingame model, so i became 3d artist and been working in video games since then.
Christopher Albeluhn	3D Artist - Modeling the 'Black eagle - Heavy Cruiser'	Half-Life (series), Plague Inc., Mario 64, The Legend of Zelda: Ocarina of Time, Final Fantasy VII	Hey guys! I am a 3D artist living in beautiful British Columbia. I have been working in the video game industry for the past 10 years, and have to work on such titles as 'DeadRisin 2' and 'The Simpsons Game'. I have been a part of the team for the past 2 months now, starting with the creation of the planets for the 'adventure mode', and now onto creating ships. It has been a great experience so far, and I can't wait to work on some of the concepts I have already seen done up. I hope you guys are as excited for this game as I am!
Alain Pires	Modeling and Texturing the Osmani Heavy Cruiser Upgrades	Starcraft, Final Fantasy Tactics, FF VII, Darksiders, Shadow of the Colossus, CoD 4, Hearthstone, Dead Space, Metal Gear, Mass Effect 2. Game of the moment : Heroes of the Storm,	Hey guys, I'm a vehicles/environment artist based in France, mostly working during this past 11 years in video games industry. I joined the Perihelion art team a little more than a month now and I'm so glad to be a part of this project. The team is highly motivated and skilled, and furthermore all in a great mood, so this is a fantastic adventure for me so far. I hope you guys will like this game as much as I'm having fun to work on it !
Fabien Togman			