**SPIDERMAN PS4**

Audio Director – Paul Mudra

Composer – John Paesano

UI Director – Joe Valenzuela

Art directors – Jacinda Chew and Grant Hollis

Writers – Jon Paquette, Benjamin Arfmann, Kelsey Beachum

Scripters – (Lead/Senior/ Scripters)

Principal Environmental Artists

Environmental Artists are specialized artist that focuses on construction of world assets for a game. They can build anything from terrain, environmental props, or structures.

Map Artist

Principal Lighting Artists

Outsource Manager – reports to the production direction and is responsible for communications external partners.

Interior artists

Graphics programmers – graphics programmers try and make the game look as good as possible by rendering, shading, lighting and etc

Prop artists

Visual Effects artists

AI Programmers – They create algorithms that set character behaviours.

System Programmers – they have multiple responsibilities over the course of a project including creating and refracting game system, maintaining, and improving logistic systems.

Animation Programmers – Creative role responsible for developing and maintaining gameplay animation.

Principal Artists works with other team members leads and directors to create assets, materials, and environment