Name	Role	Comment
	Game director, lead Unity developer, level	
Sabien Jarmin	designer	
Austin Carlin	3D designer, modeler	
Daniel Lin	UI designer	
Oliver Ionescu	Junior Unity developer	
Priscilla Hui	UX designer	
Maciej Fuhrmann	Unity developer	
Will Lambert	Unity developer	
Fardeen Chowdhury	Production consultant	
Marla Menendez Posada	2D concept artist	
Levente Biro	Lead level designer	
Kevin	Level designer	