Scorn : Prior shared game dev experience network of members
(colored by their role in Scorn dev team)

Roles

- Game Director
- Executive Producer
- Producer
- Art Producer
- Director of Operations
- Business Guy
- Project Manager
- Concept Artist
- Lead Programmer
- Lead 3D Artist
- Lead Animator / Rigger
- Lead Environment Artist
- Lead Sound Designer
- Lead QA
- Game Designer
- Programming
- 3D Modeling
- Textures
- Technical Artists
- 3D Technical Artists
- Animation
- Rigging
- Environment
- Lighting
- VFX
- Devops
- Quality Assurance
- Music
- Sound Design
- Office
- Graphic Design
- In association with Kowloon Nights
- Kepler Interactive
- Art Bully
- Cassagi