Staff roles

# Robin Cederlund

* Game Designer
* Programmer
* UI Designer
* Visual Effects Artist

# Johan Dahlskog

* Concept Artist
* 3D Artist

# Johannes Öhlin

* Creative Producer
* Business Analyst
* Informatician

# Martin Torstensson

* Creative Director
* Producer
* Animator
* 3D Artist

# Jonas Nolér

* Music Composer
* Sound FX Designer