



## **New mobile games studio starts up in Brighton and receives funding**

**Brighton, UK, 14<sup>th</sup> November 2014** – New UK games development studio, Gunjin Games, starts up staffed by games development veterans and backed by a leading games industry entrepreneur and games commercial specialists.

Gunjin Games Limited is a new mobile and tablet games development studio based in Brighton. The studio is being led by Nick Baynes who co-founded and headed up mobile developer Big Bit and was previously Game Director on Disney's acclaimed Split/Second. He is accompanied by Art Director Guy Mills and Technical Director Matt Ritchie who both held lead positions at Big Bit and on Split/Second. All three have worked together for the last 11 years at Big Bit, Black Rock and Climax and have approaching 60 years' combined experience of games development. The team's softography also includes Race Team Manager, Re-Volt, MotoGP and ATV Fury 3.

Gunjin Games has secured initial funding from a range of investors including Nick Gibson, Ian Hetherington and Rick Gibson all of whom are fulfilling additional roles at the company. Nick Gibson is the founder of Games Investor Consulting, has spent the last 19 years advising on games finance, commercial design and strategy development and has assessed and worked on hundreds of games development projects. Nick is the founding director of Gunjin Games and will be performing a commercial and financial role in support of Nick Baynes and his development team. Ian Hetherington is a serial entrepreneur with long history in the games industry. Ian co-founded legendary games publisher Psygnosis and, after selling it to Sony in 1993, helped found and joined the board of a range of studios including Evolution Studios, Realtime Worlds, Midoki and eeGeo. Ian has been appointed as chairman of Gunjin Games. Rick Gibson is also formerly of Games Investor Consulting and a games commercialisation specialist. He is founder and MD of Ludifi, an interactive video app developer, and will be a non-executive director of Gunjin Games.

Gunjin Games is currently working on an unannounced original title for mobile and tablet platforms. Having secured its initial round of funding, Gunjin Games is expecting to ramp up its team over the next few months so is actively looking for new staff.

For more information or to contact Gunjin Games, please visit [www.gunjingames.com](http://www.gunjingames.com)