

## Mogware Fact Sheet:

- Founded in May 2005 by industry veterans Kier Knowlton and John Renstrom.
- Mogware's goal is to streamline processes and allow game developers to focus their efforts where they are most valuable.
- Kier Knowlton's background:
  - 12 years game design and development experience.
  - Senior Data Manager, hired, trained, directed group of content engineers.
  - Lead Designer on Nintendo's "Players Choice/Million Seller" game: James Bond 007.
  - Pioneer and Architect behind Mogware's data driven methodology.
  - Lead Data Manager on the original multi-platform next-gen title Barbarian.
  - He has functioned in all areas of game development ranging from Lead Artist, Designer, Programmer and Producer.
- John Renstrom's Background:
  - Started professional programming career in 1987.
  - Completed and shipped over 30+ products from WordPerfect / Novell / Corel.
  - Strong understanding of the product life-cycle and bringing products to market.
  - 10 years experience internationalizing products for world-wide release.
  - Lead Programmer and chief architect on numerous game engines.
  - Pioneer and Architect behind Mogware's data driven methodology.
- First Product, MOG, was officially released in Dec. 2006.
- Second Product, FileHamster was released in Feb. 2007, has since been downloaded over 100,000 times, and is used in 124 countries.