

## Petroglyph Developer History

Petroglyph team members have had major roles in the following titles (complete list too long to list)

- Blade Runner
- Civilization III
- Command & Conquer
- Command & Conquer: Red Alert
- Command & Conquer: Tiberium Sun
- Command & Conquer: Red Alert 2
- Command & Conquer: Renegade
- Command & Conquer: Generals
- Dune II: The Building of a Dynasty
- Dune 2000
- Earth & Beyond
- Emperor: Battle for Dune
- Eye of the Beholder
- Eye of the Beholder II
- Golden Eye: Rogue Agent
- Lands of Lore: The Throne of Chaos
- Lands of Lore: Guardians of Destiny
- Legend of Kyrandia
- Lords of the Rings: Battle for Middle Earth
- Sid Meier's Pirates!

*20+ Technologists with 220+ Years Combined Experience...*

### **Steve Tall**

23 Years Experience

Technical Director at Petroglyph

Network Programming Lead on Empire at War & Forces of Corruption RTS (Petroglyph)

Network Programming Lead on Command & Conquer 3 - Client / Server RTS (WS)

Network Programming Lead on C&C Renegade - Client / Server FPS (WS)

Network Programming Lead on Westwood's RTS games

### **Michael Legg**

20 Years Experience

Programming Director at Petroglyph

Programming Lead on Empire at War RTS (Petroglyph)

Programmer on Empire at War: Forces of Corruption RTS (Petroglyph)

Programming Lead on Command & Conquer 3 - Client / Server RTS (WS)

Lead Programmer / Networking on Pirates Online prototype - Client / Server Sim (WS)

Lead Programmer / Networking on Monopoly Internet (WS)

### **Joe Bostic**

15 Years Experience

Design Director at Petroglyph

Design Visionary on Empire at War & Forces of Corruption RTS

Technical Director on Command & Conquer 3 - Client / Server RTS (WS)

Technical Director on Command & Conquer MMORPG prototype (WS)

Programmer & Assistant Technical Director on Earth & Beyond MMORPG (WS)  
Programming Lead on Westwood's C&C RTS games  
Design: Co-Creator of Westwood's Command & Conquer RTS franchise  
Design: Co-Creator of Westwood's Command & Conquer Red Alert RTS franchise

**Adam Isgreen**

14 Years Experience  
Creative Director at Petroglyph  
Visionary / Creative Lead on P-02 franchise  
Writer / Designer on EaW / FoC  
Lead Designer / Design Director on the C&C franchises at WS from C&C Red Alert and on, including C&C3, C&C3 MMORPG, Renegade 2 prototypes.  
Shipped titles: Darksun : Shattered Lands (SSI), Darksun 2 (SSI), Thunderscape (SSI), C&C Covert Ops (WS), C&C Sole Survivor (WS), C&C Red Alert / Aftermath / Counterstrike (WS), C&C Tiberian Sun / Firestorm (WS), Dune 2000 (WS), Earth & Beyond (WS/EA), C&C Generals : Zero Hour (EA), Goldeneye : Rogue Agent (EA), Star Wars : Empire at War / Forces of Corruption (PG)

**Greg Hjelstrom**

12 Years Experience  
Core Technology Team Leader at Petroglyph  
Lead Graphics Programmer on Empire at War RTS (Petroglyph)  
Lead Programmer on Command & Conquer Renegade - Client / Server FPS (WS)  
Client Graphics Programmer on Earth & Beyond MMORPG (WS)

**Brian Hayes**

12 Years Experience  
Programming Lead at Petroglyph  
Network & RTS Programmer on Empire at War RTS (Petroglyph)  
Client Programmer on Earth & Beyond MMORPG (WS)  
Network Programmer on Command & Conquer Renegade - Client / Server FPS (WS)  
Network Programmer on Westwood Online (WS)  
Network Programming on Kali (Kali.net Online Gaming)

**Mike Lytle**

10 Years Experience  
RTS Programmer at Petroglyph  
Programmer on Empire at War & Forces of Corruption RTS (Petroglyph)  
Client Programmer on Earth & Beyond MMORPG (WS)  
RTS Programmer at Westwood

**Bret Ambrose**

9 Years Experience  
AI Programmer at Petroglyph  
Programmer on Empire at War RTS (Petroglyph)  
System Programmer on Earth & Beyond MMORPG (WS)  
Programmer on Turbine's Lord of the Rings MMORPG (Turbine)  
RTS Programmer at Westwood

**Andre Arsenault**

7 Years Experience  
Programming Lead at Petroglyph  
Programming Lead on Empire at War: Forces of Corruption RTS (Petroglyph)  
Programmer on Empire at War RTS (Petroglyph)  
Systems Programmer on Earth & Beyond MMORPG (WS)

**Hector Yee**

6 Years Experience  
Core Technology Programmer at Petroglyph  
Graphics Programmer on Empire at War & Forces of Corruption RTS (Petroglyph)  
Client Programmer on Earth & Beyond MMORPG (WS)  
Programmer on Command & Conquer: Renegade - Client / Server FPS (WS)

**Joe Howes**

7 Years Experience  
Network Programmer at Petroglyph  
Network (Ladders) Programmer for Command & Conquer Tiberian Sun RTS (WS)  
Network (Ladders) Programmer for Nox RPG (WS)

**Steve Copeland**

6 Years Experience  
Design Lead at Petroglyph  
Technical Designer on Empire at War RTS (Petroglyph)  
Systems Programmer on Earth & Beyond MMORPG (WS)

**Additional Staff RTS Programmers**

Keith Brors – 24 Years  
Eric Yiskis – 15 Years  
Jason Curtice – 13 Years  
Jim Richmond – 10 Years  
Chris Brooks – 10 Years  
Oksana Kubushyna – 3 Years  
James Yarrow – 2 Years  
Maria Teruel – 1 Year