

Neon Giant

Neon Giant AB

Kungsgatan 16
753 32 Uppsala
Sweden

contact@neongiant.se

Founders

Tor Frick
Arcade Berg
Jonathan Heckley
Erik Gloersen



We are a group of game veterans with a past in some of the world's biggest action game franchises. With a combined game development experience of 70 years we felt it was about time to create our own game studio, built around a small but extremely talented team. We are hard at work on our first title set in a brand new cyberpunk world.

At Neon Giant, every team member is a key player, empowered to help us fulfil our bold vision: to create world-class action games that will stand proud and tall with the giants.

Website

<https://www.neongiant.se>

Facebook

<https://www.facebook.com/NeonGiantGames/>

Twitter

<https://twitter.com/NeonGiantGames>

Instagram

<https://www.instagram.com/neongiant/>

YouTube

<https://www.youtube.com/channel/UCCoDakigCFU09DpR8V3yyWw>

Vimeo

<https://vimeo.com/neongiantgames>

Company founders' profiles

Tor Frick | Art Director

Prominent artist active and referenced at the forefront of video game art with extensive experience in technical art, implementation and conceptual design. Tor has worked on a variety of projects, ranging from AAA games to short films and full movie productions - most recently as Art Director on the Wolfenstein-franchise.

Arcade Berg | Design Director

Action-game aficionado. As a designer - he's worked on and lead several of the biggest action franchises out there. Arcade's focus is on gameplay, systems and user experience. He is bringing the action-DNA from Bulletstorm, Gears of War and Wolfenstein into everything that comes next.

Jonathan Heckley | Game Director

An industry veteran with 20 years of experience and over a decade in senior and lead positions, Jonathan has been involved in crafting some of the most memorable worlds in gaming, including the Nazi-occupied 1960s of Wolfenstein, Bulletstorm's prison planet Stygia and the war-torn Sera of Gears of War.

Erik Gloersen | Chairman

A serial entrepreneur with a long track-record of establishing, and running, successful video game studios like FunCom, Looking Glass Studios, Epic Games Poland, 2K Czech and now Neon Giant. His unique ability to help talented teams work well together adds rocket fuel to the process of making great games.