Glyphic Entertainment Employee Biographies

G.R. Moore (President/CEO)

G.R. is a software engineer with over 30 years of development experience in such diverse fields as high-energy physics research, telecommunications, and gaming, and holds degrees in both Computer Science and Electrical Engineering.   He has developed for such diverse platforms as PC, Windows Mobile and Smartphone devices, Tapwave Zodiac and Nintendo DS, and has knowledge of, and experience in, all aspects of development, including art, coding, music, sound, design, production and publishing.

Daniel Moore (Senior Programmer)

Dann is a life-long gamer turned game developer. Games were always his passion and in October 2008 he joined Glyphic Entertainment to not only play, but now create games. He has successfully expanded his skill set from the business world of .NET and SQL Server database applications to include game design concepts, user interface development, and graphics programming. Dann has led the way on the Apple iPhone and PC Flash platforms with several exciting games created at Glyphic Entertainment!

Brandon Beck (Programmer)

Brandon holds a degree in Software Application and Programming from ITT Technical Institute. His programming language skill set includes Visual Basic .NET, Java and C++. He recently assisted in the development of a Nintendo DS title for Paramount Digital Entertainment, and intends to make a noticeable impact on the development of upcoming titles. At Glyphic Entertainment, Brandon develops in C++, and is striving for a mastery of the language.

Jennifer Roland (2D Artist)

Jennifer is a 2D artist at Glyphic Entertainment. As a graduate from the Art Institute of Pittsburgh, she lends her education and skills to the creation of the various titles for the company. Jen can work on any type of game development graphics from simple sprite animations and user-interface graphics, to fully detailed digital paintings. With a great diversity in art style range and skills, her work comes natural and easy to her.

Dominic DeRose (3D Artist)

Dominic holds a Bachelors Degree in Game Art and Design from the Art Institute of Pittsburgh. His professional work includes a showcase 3D "offering table" piece in the Carnegie Museum "Virtual Temple" virtual tour headed by Jeffery Jacobson, where guests explore a 3D Egyptian temple using the unreal engine, several projector screens, and a tour guide. He recently assisted in the development of a Nintendo DS title for Paramount Digital Entertainment. Dominic intends to acquire a blend of mastery between the 2D and 3D worlds, with a forte in low polygon models.
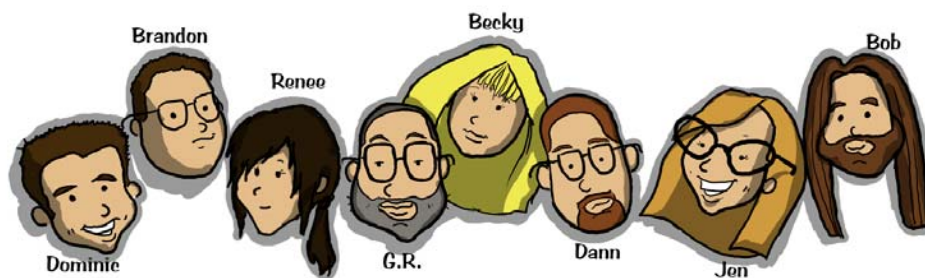
Robert Crosby (Junior Programmer)

Robert is a graduate of ITT Technical Institute, and holds a degree in Multimedia Design. His responsibilities at Glyphic Entertainment include layout creation, development and testing. Robert is continuing his education, working towards a Bachelors Degree in Game and Simulation Programming.

Renee Britton (Junior Artist)

Renee Britton is a graduate of Columbus College of Art and Design and majored in Illustration with a minor in Art History. Renee has been drawing ever since she could hold a crayon in her hand, but even after four years of art school she continues to expand her creativity, learning new techniques and tools at every opportunity. While in college she took advantage of studying art abroad in Italy for a semester at the beginning of her senior year. Her artistic skills range from digital and traditional media (such as oil painting and watercolor), to sculpting and costume creation. Her art technique is never limited to one style, so adjusting to new projects is always a smooth transition.

Becky Moore (Office Manager)

Becky has been with Glyphic Entertainment since its formation. She sees that the office runs smoothly and efficiently. She is an integral but often overlooked part of the corporate process.