

Phil Shenk, CEO

Phil has served in the games industry trenches for over 12 years, working in numerous roles including Art Director, Creative Director, Game Designer and Studio Director. As a Co-Founder and Art Director at Flagship Studios, he was instrumental in developing the artistic vision for the world of Hellgate: London. He directed all of Hellgate's award-winning cinematics, oversaw the creation of Hellgate's ancillary products, and served as Creative Director for Flagship's casual MMORPG, Mythos. Under Phil's direction, Flagship was one of the first AAA developers to utilize outsourcing for a majority of their next-gen art production.

Prior to Flagship Studios, Phil Shenk established himself in high-level positions at Blizzard Entertainment, where he worked as Lead Artist on *Diablo 2* and later assumed the duties of Designer on *Diablo 2: Lord of Destruction*. In that title, he also secured a permanent position on the Bloody Foothills at the base of Mt Arreat, as the in-game, whip-wielding boss monster "Shenk the Overseer". Phil also worked at the online games company Wild Tangent, where he directed internal and external teams building streaming games for browser-based 3D engines. He also spent time in business development establishing relationships with Microsoft, Sony Pictures, and Fox, enabling them to build applications based on the Wild Tangent Platform.

In addition to game development, Phil oversaw the development of Wild Tangent's Game Creator tool, and developed the first conceptual prototype for purchasing and delivering games from a taskbar application. He and his team also developed the studio's first real-time 3D, web-based, multi-player action game, which debuted at Siggraph's "Best of the Web" competition in 2001.

As CEO and Co-Founder of Gravity Bear, Phil leads a seasoned development team on a critical mission: to bring radically original entertainment products to the exploding social networking landscape. By delivering lab-fresh technology and visual sophistication to social game development, Phil and his team will change the way players connect to each other online.

In his free time, Phil enjoys a wide variety of activities, including riding his Moto Guzzi motorcycle, expanding the sprawling Habitrail™ empire of the office Gravity Hamsters, and crashing remote control helicopters. Occasionally he finds time to play guitar or dabble in computer programming, where he can occasionally pretend to do something clever.