

Blockade Games Team

Marguerite, Blockade's CEO, is a pioneer in interactive blockchain experiences, having built some of the earliest art pieces, puzzles, games and ARGs to incorporate Bitcoin and cryptocurrency. Her work is internationally renowned. Further, she is an expert in guerrilla and viral social marketing, and she built up the Decred community from 50 to 50,000 in 2016-2017, as well as having worked on marketing strategies for other top cryptocurrencies.

<https://www.linkedin.com/in/marguerite-decourcelle/>

Ben, Blockade's CTO, has 13+ years' software engineering and leadership experience, has developed cryptocurrency and blockchain applications since 2015, and left his Computer Science PhD in computer security to be a founder at Blockade Games. Ben leads the development of the blockchain-backend system that powers our games' blockchain infrastructure. <https://www.linkedin.com/in/rbenheidorn/>

Chris Chapman, our Executive Producer, comes with 20+ years' entertainment and game production experience, having produced works for organizations ranging from Universal Pictures, Hasbro, Hewlett-Packard, Motorola, Disney, and DiC Entertainment. Chris helped build up three startups that have been acquired by Wirestone, Sybase, and Playdom (and shortly thereafter, Disney). Chris is an expert in massive multiplayer experiences and user-generated content worlds. <https://www.linkedin.com/in/m3mnoch/>

Our game designers, Dave Smith and Brian Hacker, have over 50 years' combined game design experience, having contributed to the development of the World of Warcraft trading card game (precursor to Hearthstone), Upperdeck, Wizard's of the Coast, Magic: The Gathering, and Valve's Artifact. Dave was head designer on his team at Sony Online and Daybreak. The designers also individually held top positions in world-wide leaderboards for Dark Souls and Magic: The Gathering.

<https://www.linkedin.com/in/brian-hacker-3b61b611a/>

<https://www.linkedin.com/in/david-smith-568671155/>

Our team includes expert artists and animators, including our co-founder Diego, who designed the covers for the earliest issues of Bitcoin magazine, JWP, Evil Hat, and Atlas Games. Our team also includes Kyle, Hardy, Marina and the Creative Crypto team, all of whom have decades of art and production experience individually.

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<https://thecreativecrypto.com/>

Our development team features game, server, and blockchain engineers with several decades' experience. Our development manager has built scalable backends for games and systems for 20 years. Our project managers and our technical designers have years of industry experience from

Daybreak, Behemoth, Sony Online, Bioware, Activision and Apple.

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Our lead blockchain engineer Rob Myers started out in the dot.com boom in the late 90s working on multi-million-dollar-a-day Java e-commerce systems. He then worked for Douglas Adams's games company and at leading pre-press and Remote Desktop administration software companies, specializing in difficult cross-platform porting projects. His last startup was a social media bot company in 2010, where he was CTO. Rob has been writing smart contracts on Ethereum since 2014, using that platform's rapidly evolving programming languages and development environments to create one of the earliest "art market" projects, complex puzzles and creative uses of token standards. For Blockade Rob has written the code for three successful token sale contracts on tight deadlines, created the transaction signing module of our industry-leading middleware, and made sure that all of our code meets industry standards for security and efficiency.

<https://www.linkedin.com/in/robertmyers/>

Our COO, Andrea, spent 17 years in Business Operations as well as new product and service development for a large spectrum of industries from heavy machinery and fashion to fitness and not-for-profit organizations. She brings expertise in foundation building and a deep understanding of the mainstream consumer.

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