

DUSKBORN

Project Management



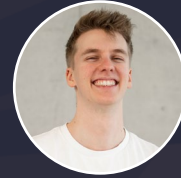
Paul
Riesch

Sound



Bennett
Gehring

Engineering



Fabio
Mangiameli



Kai
Kustermann



Lou
Koutelas



Stergios
Tirilis

Graphics



Heike
Bahr



Jasmin
Kitzig



Nils
Gracia



Nicolas
Lerecouvreux



Sophia
Menhorn

Quality Assurance



Fabian
Reißer



Marvin
Clauß

Game Design



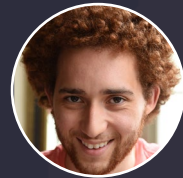
Sven
Walter



Christopher
Spiegel



Max
Becker



Stefano
Dooijes



Kilian
Domnick

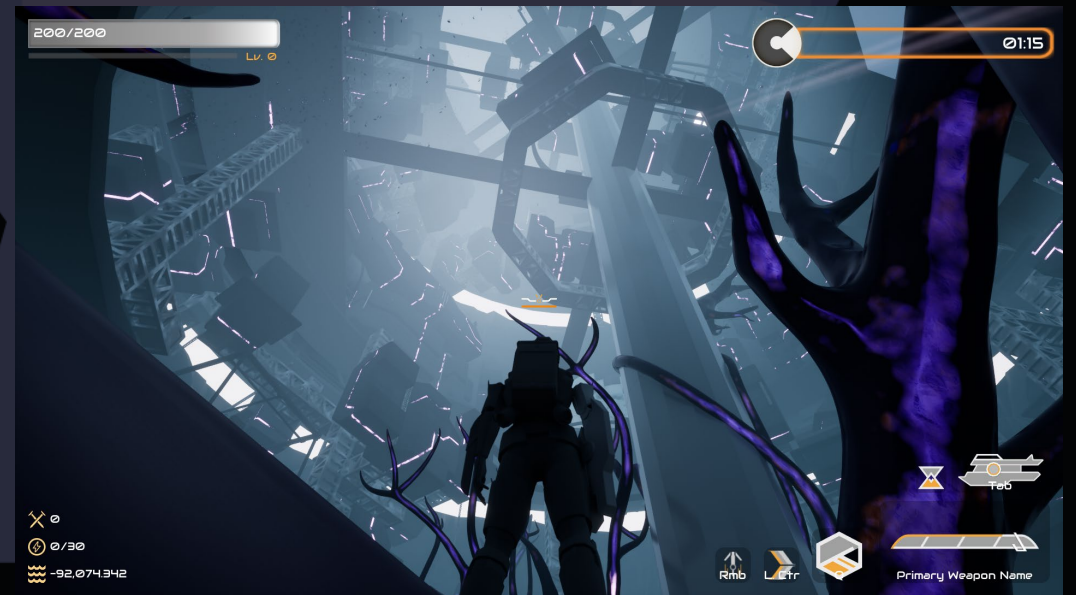


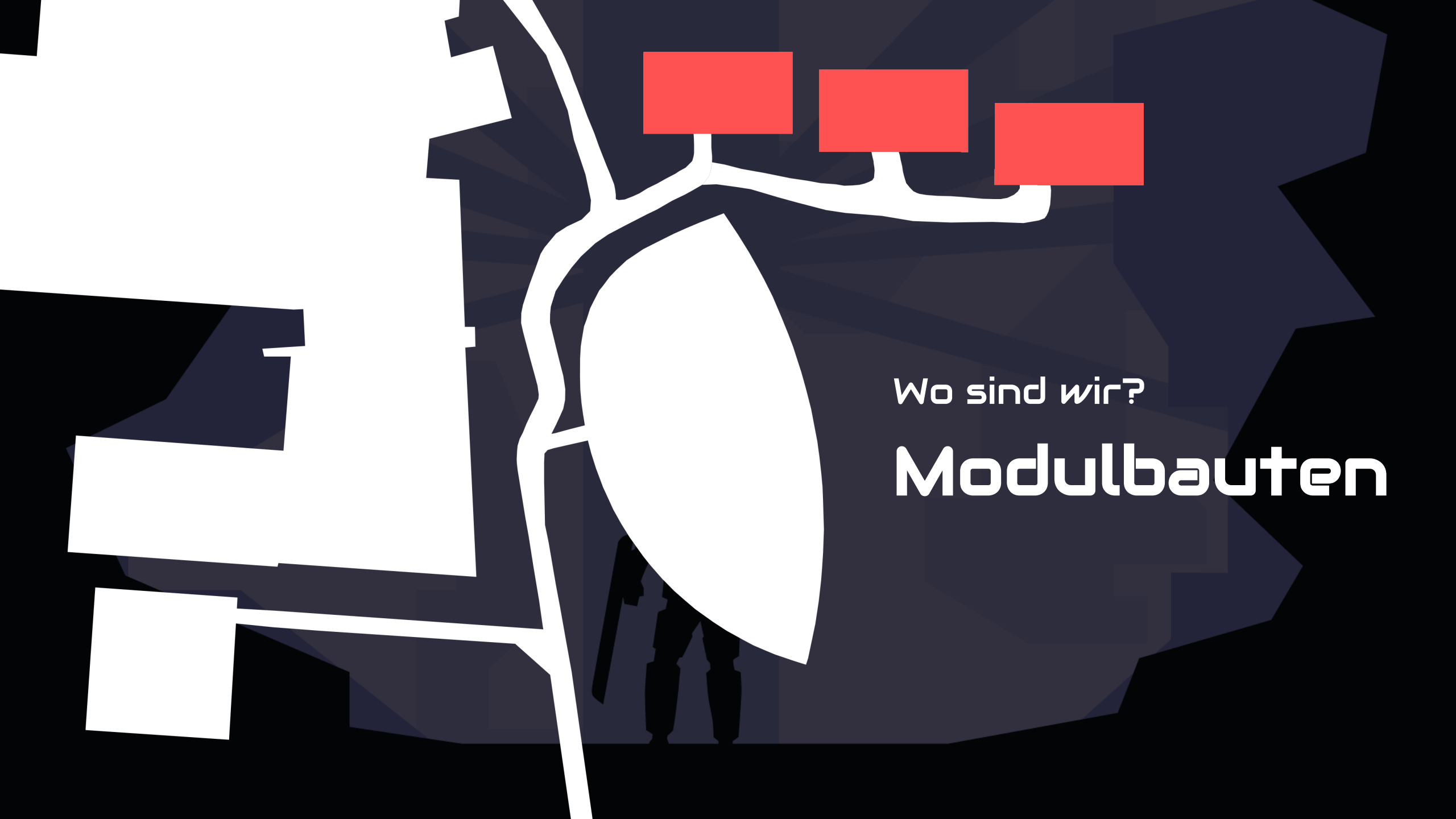
UNREAL
ENGINE

PERFORCE



STEAM®





Wo sind wir?

Modulbauten