



double eleven
STUDIOS



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CONTENTS

ABOUT US	Page 3
INTRODUCTION	Page 4
OUR VALUES	Page 5
OUR STAFF	Page 6
HOW TO FIND US	Page 14



ABOUT US

COMPANY NAME:

Double Eleven Ltd

DATE BEGAN TRADING:

23 December 2009

PERMANENT STAFF:

15

BUSINESS E-MAIL:

lee@double11.co.uk (Chief Executive)

kay@double11.co.uk (PA to Directors)

BUSINESS TELEPHONE:

Lee Hutchinson (Owner) +44 (0)7549 523 313

Kay Richardson (PA) +44 (0)7855 800 157

REGISTERED OFFICE:

Double Eleven
BoHo One
Bridge Street West
Middlesbrough
TS2 1AE

TEAM DETAILS:

Directors

Lee Hutchinson (Chief Executive)

Kimberly Turner (Finance Director)

Matt Shepcar (Technical Director)

Administrators

Kay Richardson (PA to Directors)

Developers

Adrian Hirst (Programmer)

Aidan Howe (Producer and Designer)

Christian Russell (3D Artist)

Gary Ushaw (Project Manager)

James Palmer (Art & Design)

Mick Waites (Programmer)

Nigel Conroy (Programmer)

Oliver Bennett (Producer and Designer)

Richard Morton (Art Manager)

Rod Boyd (Programmer)

Steve Marriott (IT Administrator)

Steve Wilson (Network Coder)

Wayne Smithson (Programmer)



INTRODUCTION

Double Eleven is an indie game studio based in the UK. Our team is made up of only highly-experienced individuals, making us unique in our combined abilities and expertise. Most of the team were formerly in senior/lead positions and past employers of the team include: Eutechnyx, Frontier, Gremelin, Kuju, Rage, Rare, Rockstar Leeds, Rockstar San Diego, Runecraft, Sega, Sumo Digital and The Codemonkeys.

We believe in only producing quality work and pushing the limits of the hardware we work on. Our current focus is on development of games for handheld, mobile and digital distribution platforms.

We relish a challenge and an opportunity to show off our abilities. If you have a project you want done, and others have said it's "impossible", then come to us!

WHAT CAN WE DO FOR YOU?

At Double 11 we primarily take on full game projects. We have vast experience in porting games from platform to platform; consistently pushing devices to their limit and attaining high production values. We are also able to deliver original concepts and new games based on existing engines.

WHY US?

Our team are among the most experienced in the industry with an average of over 10 years experience and 15 published titles. We are efficient and produce exceptional results. All of our staff have a proven track record for producing high-quality titles and together we form a team we believe is unrivalled in our combined skills. The majority of the team's past titles have achieved very positive Metacritic scores, which reflects on their abilities.

CLIENTS

We are currently working on high profile titles with Sony Computer Entertainment Europe. We are unable to disclose what these titles are at the moment, but more information will be available throughout 2011.

OUR VALUES

WHAT ARE WE LOOKING FOR?

As well as the work-for-hire aspects of the business, we are currently also developing a number of our own IP projects internally. Development of these titles is self-funded as we are looking to retain IP ownership.

The primary focus with our own-IP development is the production of games for mobile and digital distribution platforms. These concepts include single-purchase games and micro-transaction games.

We are actively seeking a publisher, with a proven track record in mobile and digital-distribution console games, to take these products to market once completed. Ideally we hope to establish an on-going collaboration with a publisher for future titles.

WHAT KIND OF OWN-IP?

We are currently developing some ground-breaking multiplayer technology, which we are certain will re-define the way multiplayer games are played. We are also working on multiple iPhone, Android and social medium game concepts.

OUR MENTALITY

At Double Eleven we believe that staff happiness is of the utmost importance. We have built the company on open social values, using transparent management to ensure everyone knows what is going on at all times. With a strong focus on good communication, feedback from staff and as much support for each individual's quality of life while working for us as we can, we try to keep morale as high as possible. We will strive to uphold these values moving forward as we grow, to keep Double Eleven a wonderful place to work. We have morale events every month and try to operate more like a family than a team; work should be fun and we want to keep it that way.

OUR STAFF

OUR STAFF

At Double Eleven we like to ensure our equipment is top-of-the-range and easily powerful enough to handle our client's tasks. But any studio can purchase good equipment; we like to rely on something unique to define us: our team. The ninjas of Double Eleven all hail from notable backgrounds of experience and AAA projects. The abilities of our staff is what makes us exceptional, we are proud of every one of them. This is our celebration of the team:



OFFICES AT BOHO



NAME:
JOB TITLE:
EXPERIENCE:
ABOUT:

Lee Hutchinson

Chief Executive Officer / Magician

9 Years: Rare, Venom, R* Leeds.

Lee has worked as Senior and Lead Engineer on many titles finishing up Leading Rockstar Games's iPhone division.

CREDITED TITLES:

Perfect Dark Zero (360)
Diddy Kong Racing (DS)

Viva Pinata Pocket Paradise (DS)
Don King Presents Prizefighter (360)

Beaterator (iPhone)
GTA Chinatown Wars (iPhone)



NAME:
JOB TITLE:
EXPERIENCE:
ABOUT:

Matt Shepcar

Technical Director / Code Animal

10 Years: Mobius Entertainment, R* Leads.

Over a very successful 10 years in the games industry, Matt has produced many groundbreaking products as a Lead Engineer boasting well over 15 million combined sales in 10 years.

CREDITED TITLES:

GTA IV: The Lost and Damned (iPhone/PSP)	GTA: Liberty City Stories (PSP/PS2)	Obi-Wan's Adventures (GBC)
GTA: Chinatown Wars (iPhone/PSP)	Midnight Club 3: DUB Edition (PSP)	Alfreds Adventure (GBC)
Manhunt 2 (PSP)	Max Payne (GBA)	Warriors (PSP)
GTA: Vice City Stories (PSP/PS2)	High Heat Major League Baseball 03 (GBA)	Red Dead Redemption (PS3)
A Sound of Thunder (GBA)	High Heat Major League Baseball 02 (GBA)	

NAME:
JOB TITLE:
EXPERIENCE:

Adrian Hirst

Software Engineer / Test K.I.T.T.

19 Years: The Code Monkeys, Rage, RGB Tree, Infogrames, Gremlin.

ABOUT:

Very experienced coder and ex 'Code Monkeys' Development Director.



CREDITED TITLES:

Ragnarok (Atari ST)	Unreal Dreamcast (Unreleased)	International Athletics (Wii/DS/PSP)
Raiden (Amiga / CD32)	David Beckham Soccer (GBA/GB)	World Championship Games (DS)
Humans II Evoluion (Megadrive)	Neopets - PS1 (Unreleased)	Triple Shot Sports (iPhone)
TNN Bass tournament Fishing (Megadrive)	Garfield (PS2/PC)	Manic Monkey Mayhem (iPhone/Wii)
Monopoly (PS1)	CT Special Forces Back to Hell (PS1)	Manage your football club (Android)
Actua Tennis (PS1)	Sitting Ducks (PS1)	Golden Compass (Mobile)
Grand Theft Auto 2 (PS1)	Crazy Frog Racer (DS)	
In-Fisherman Bass Hunter (PS1)	Postman Pat (PS2)	



CREDITED TITLES:

Aidan Howe
Producer and Designer / Navigator
6 Years: Sega, EA, Venom, Kuju Chemistry, Frontier.
Aidan started off in QA and his exemplary record has seen him move up to design and production.

NAME:
JOB TITLE:
EXPERIENCE:
ABOUT:

Medieval II total war (PC)	Virtual tennis 3 (PS3/PSP/360/PC)	Prizefighter (360)
Full auto 2 (PS3/PSP)	Harry Potter - Order of Phoenix (PS2/360)	
Crush (PSP)	Wheelman (PS3/360/PC)	



Christian Russell
3D Artist / The Architect
16 Years: Gremlin Interactive, Core Design, Circle Studio, Swordfish, Sumo Digital, TT Fusion.
Highly experienced texture and 3D Artist.

NAME:
JOB TITLE:
EXPERIENCE:
ABOUT:

CREDITED TITLES:

Normality (PC)	Herdy Gerdy (PS2)	Sonic and Sega All-Stars Racing (360, PS3, Wii)
ReLoaded (PS1)	Without Warning (PS2)	Christmas Carol (DS)
Hardcore 4x4 (PS1)	50 Cent: Blood on the Sand (360, PS3)	Lego Star Wars 3: The Clone Wars (DS, PSP)
Tomb Raider 2 (PS1)	Virtua Tennis 2009 (PC, PS3, 360, Wii)	



NAME:
JOB TITLE:
EXPERIENCE:
ABOUT:

James Palmer

Artist and Design / The Alchemist

8 Years: Eutechnyx, Venom.

James has been responsible for creating 2D art on a number of successful projects totalling 11 titles across a number of platforms.

CREDITED TITLES:

Street Racing Syndicate (PS2)	Hummer Badlands (Xbox, PS2)	HotWheels Beat That (360, PS2, Wii)
Big Mutha Truckers 2 (PS2)	Cartoon Network Racing (PS2)	Ferrari Trofeo Pirelli (PS3)
Ford Mustang Racing (PS1)	The Fast and the Furious (PS2, PSP)	Don King Presents Prize Fighter (360)
Ford VS Chevrolet (Xbox, PS2)	MTV Pimp my Ride (360, PS2)	

NAME:
JOB TITLE:
EXPERIENCE:

Mick Waites

Software Engineer / ARM™ Wrestler

11 Years: Runecraft, The Code Monkeys, Gamezlab, Four Door Lemon.

ABOUT:

Mick began his career as a tester, moving into a producer role, then proved his astute capabilities as a programmer.



CREDITED TITLES:

Backyard Soccer (PS1)	Pajama Sam (PS1)	Castlevania Aria of Sorrow (Mobile)
Baldur's Gate (PS1)	Scrabble (GBC, GBA, PS2, PC)	International Athletics/World Championship Games (DS,PSP)
Barbie Detective (PS1)	Spec Ops (PS1)	Manic Monkey Mayhem (Wii, Dsi, PSP, iPhone)
Barbie Race & Ride (PS1)	Super Bubble Pop (Xbox/NGC/GBA)	MyFC (Android)
Barbie Explorer (PC)	Y2K (PC)	Postman Pat (DS, PS1)
Butt Ugly Martians BKM Battles (GBA)	Gamezlab Fight Box (TV, PC, PS2, GBA)	Worms Open Warfare 3 (DS)
Butt Ugly Martians Zoom or Doom (NGC/PS2)	Spooks PC PS2 (Unreleased)	MyFC International (iPhone)
Caesar's Palace (PS1)	The Code Monkeys 8Ball Allstars (DS)	Quiz Quiz Quiz (iPhone, iPad, PC)
Evo's Space Adventures (PS1)	Casper Scare School Spooky Sports Day (DS, Wii)	Quiz Plus (iPhone, iPad, PC)



CREDITED TITLES:

NAME:

Nigel "Fred" Conroy

JOB TITLE:

Software Engineer / Code Mage

EXPERIENCE:

20 Years: Imagitec Design, Gremlin Graphics/Infogrammes, Rage Games, RuneCraft, The Code Monkeys, R* Leeds.

ABOUT:

Versatile C/C++ programmer with nearly 20 years experience, working on many famous games.

Humans 3: Evolution (Amiga, PC)

Grand Theft Auto 2 (PS1)

Midnight Club 3 (PSP)

Pitfall: The Mayan Adventure (SNES, 32X)

Monopoly Party (PS2)

GTA: Chinatown Wars (DS, PSP, iPhone)

Bubsy In: Fractured Furry Tales (Jaguar)

Garfield (PS2, PC)

Raiden (SMD, PC, Jaguar, T-gfx)

GTA: Liberty City Stories (PS2)



NAME:

Oliver Bennett

JOB TITLE:

Producer / Judge

EXPERIENCE:

6 Years: Sega, Blade Interactive/Dark Energy Digital, Sumo Digital, Roll7, Monumental Games.

ABOUT:

Oliver began his career as a tester but proved his abilities in a producer role while at Double 11.

CREDITED TITLES:

Rome Total War: Barbarian Invasion (PC)

World Snooker Championship 2009

Sonic and Sega All-Stars Racing (PS3, 360)

Football Manager 2006 (PC)

Outrun Online Arcade (PSN, XBLA)

Job Jump (Facebook App)

Medieval 2: Total War (PC)

GTi Club: Côte d'Azur (PSN)

Bundled Game Collection (Neurosky)

Alien Syndrome (PSP, Wii)

Virtua Tennis 2009 (PC, PS3, 360, Wii)

Moto GP 09/10 (PS3, Xbox 360)

Crush (PSP)

Christmas Carol (DS)

Virtua Tennis 3 (PC, PS3, 360, PSP)

Colin McCray DIRT 2 (Wii, PSP)

World Snooker Championship 2008

F1 2009 (Wii, PSP)



NAME:
JOB TITLE:
EXPERIENCE:
ABOUT:

Richard Morton

Creative Manager / The Oracle

20 Years: Sega, Core, Gusto.

A talented lead artist and lead designer. Career highlights include many of the original Tomb Raider games and Sega Rally Revo. Richard's career spans from 8bit to current day.

CREDITED TITLES:

Goosebumps Horrorland (Wii, DS, PS2)	Tomb Raider: Chronicles (PS1, PC)	Swagman (PS1, Sega Saturn, PC)
Sega Rally Revo (PS3, 360, PC, Arcade)	Tomb Raider: The Last Revelation (PS1, PC)	Thunderhawk (PS1, PC)
Tomb Raider 10th Anniversary (PSP, PS2)	Tomb Raider 3 (PS1, PC)	Blam: Machine Head (PS1, Sega Saturn, PC)
Free Running (PSP, PS2)	Tomb Raider 2 (PS1, PC)	Asterix and the Power of the Gods (SMD)
Tomb Raider Angel of Darkness (PS2, PC)	Tomb Raider (PS1, Sega Saturn, PC)	Asterix and the Great Rescue (SMD, SMS, SGG)

NAME:
JOB TITLE:
EXPERIENCE:
ABOUT:

Rod Boyd

Software Engineer / CodeSmith

8 Years: Rare, Xbox LIVE! Studios.

Rod was responsible for much of Xbox LIVE! Studios's system content whilst at Microsoft. He is a valued & talented member of the team.



CREDITED TITLES:

Perfect Dark Zero (360)	Foot+ for Xbox 360 (360 Dash feature)	ESPN for Xbox 360 (360 Dash feature)
Xbox 360 Avatars (360 Dash feature)	Sky Player for Xbox 360 (360 Dash feature)	Avatar Kinect for Xbox 360 (360 Dash feature)



CREDITED TITLES:

NAME:

Steve Marriott

JOB TITLE:

IT Engineer / Weapons Master

EXPERIENCE:

11 Years: NHS, Barker & Stonehouse, Midway, Henry Williams, Darlington Borough Council.

ABOUT:

Steve has been working in IT for many years and has accumulated a large amount of experience from different working environments.

Wheelman (Xbox 360, PC)

Provided network support on various undisclosed titles under development whilst at Midway Newcastle.



NAME:

Steve Wilson

JOB TITLE:

Network Programmer / Roadie

EXPERIENCE:

20 Years: Programmer, SimBim/BlimeyGames, Venom, R* Leeds.

ABOUT:

Steve has been programming since the 90s, he has specialised in network programming and worked on such titles as Red Dead Redemption.

CREDITED TITLES:

GTR (PC)

Don King Presents – Prize Fighter (360)

Red Dead Redemption (PS3, 360)

GT-Legends (PC)

Beaterator (PSP, iPhone)

GTR 2 (PC)

L.A. Noire (PS3, 360)



NAME:
JOB TITLE:
EXPERIENCE:

ABOUT:

Gary Ushaw

Project Manager / Dr Chaos

14 Years: VIS Interactive, Absolute Studios, Reflections / Ubisoft.

Gary entered into games after completing PHD in Chaos Theory, he is now our Project Manager at Double 11.

CREDITED TITLES:

Earthworm Jim 3D (N64, PC)
 State of Emergency (PS2 XBOX)

Various CBBC games (Online)
 Driver 3 (XBOX, PS2, PC)

Driver 4 Parallel Lines (PS2, XBOX, PC)
 Driver 5 (PS3, 360, PC)

NAME:
JOB TITLE:
EXPERIENCE:
ABOUT:

Wayne Smithson

Software Engineer / Caretaker

25 Years: Rage, DMA, R*, Sumo, APE, Take 2.

An experienced programmer of 25 years, he has worked with big name titles during his tenure. He has been in several commanding roles in his career but is still a legendary programmer.



CREDITED TITLES:

BAAL (Amiga)
 Blood Money (Atari ST)
 Anarchy (Amiga, Atari ST)
 Ork (Amiga)

Creatures to the Rescue (Amiga)
 Fields of Glory (Amiga, PC)
 The Adventures of Mighty Max (Mega Drive)
 Mutant Penguins (PC)

GTA2 (PS1, PC)
 Jackie Chan Adventures (PS2)
 Sonic and Sega All Star Racing (360, PS3, PC, Wii)

HOW TO FIND US



Travelling by Train:

To reach us by train head to Middlesbrough station, changing at Darlington from national rail services. At Middlesbrough station, take the second exit onto Bridge Street West (by the taxi rank). Turn left and you will see the BoHo One building on your right.

Travelling by Car:

To reach us by car, head to the A19 and take the A66 Exit. Follow the road until you see signs for Middlesbrough train station or the A178. Take this exit and follow the road to Bridge Street West. BoHo One is just after the Police Station.

