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Alex Yoyonov, who is now at EA DICE, was one of the first team members to join the project. He has been working on the engine, and has been the lead developer of this project since it was initially launched. He took over as Lead Programmer on April 10, 2010. Yoyonov was born in Novosibirsk, Russia in 1983. He has also worked on other games, including the Warhammer 40,000 Dawn of War (Heaven's Fury and Hell's Fury) and also worked on the Crysis 2 multiplayer for the PC and Xbox 360. In his professional life, Yoyonov worked as a Game Developer at EA DICE for several years, where he was one of the initial team members to join the project. In 2008, he moved from DICE to Firelight Studios to create Godus, a spiritual successor to Minecraft. In 2010, Firelight Studios was bought by 2K Games, and Yoyonov stayed on as lead programmer for Godus. Yoyonov was also the lead developer for the iOS version of Godus. In September 2011, Yoyonov started working at DICE and his role at Firelight Studios was assumed by Ludwig Westergaard. Alex Yoyonov is now working at EA DICE. James Thomson, the game's sound designer. He has worked on the game since the beginning of its development. He also worked on the Total War series, and many other titles such as the Europa Universalis IV and FTL : Faster Than Light series. He has a Master's degree from the London School of Economics. He is also a prolific Twitch. More information on his work can be found here. In addition, James Thomson is a member of the British Society of Authors. kleiman, a mechanical engineer from Saint Petersburg, is the lead designer of the game. He has also worked on the Age of Empires II games and the GOG.com game Hammer of the Scots. He's also a member of the Russian Board of Game Developers. In September 2015, Kleiman left EA DICE to join FromSoft Entertainment as Game Director. I can now confirm that Kleiman has left EA DICE. Steve Downie has also worked on The Age of Empires series of games, and also worked on the Microsoft Flight Simulator series. Downie has also worked on games such as Valve's Team Fortress 2 and Counter-Strike, the Unreal Tournament series, and most recently worked on the Unreal Tournament 3 and 2d92ce491b