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<p>Glen Schofield is an American video game artist, designer, director, and producer. He was formerly the vice president and general 💸 manager at Visceral Games, co-founder of Sledgehammer Games, founder and former CEO of Striking Distance Studios,[1] and the creator and 💸 executive producer of the third-person survival horror video game Dead Space.</p>
<p>Career [edit]</p>
<p>Schofield trained in both fine arts and 💸 business, earning a BFA from Pratt Institute and an MBA from Golden Gate University. His career began as an artist 💸 and art director with the New Jersey video game company Absolute Entertainment. He then relocated to Seattle to join the 💸 West Coast's burgeoning video games industry.[2] His professional influences included Asteroids, Moon Patrol, Gunstar Heroes, Disruptor and the Contra series, 💸 followed later by Resident Evil, Gears of War, and the franchise he would eventually contribute to, Modern Warfare.[3]</p>
<p>As a vice 💸 president at Crystal Dynamics, Schofield headed development on two of the studio's franchises: Gex and Legacy of Kain. Moving to 💸 EA Redwood Studios (later Visceral Games) as general manager, he collaborated with Bret Robbins, including the popular Lord of the 💸 Rings video series and 007: From Russia with Love.[2]</p>
<p>Schofield's reputation grew with the 2008 title Dead Space, which the magazine 💸 Edge called "a work of passionate sci-fi horror that became one of most commercially successful new properties of the year."[4] 💸 Schofield has said that the film Event Horizon inspired him to create a game that fused the genres of science 💸 fiction and horror. The game's theme of humans in space losing perspective to their place in the universe is influenced 💸 by the works of Isaac Asimov and Arthur C. Clarke, after whom the game character Isaac Clarke was named.[5][6]</p>
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<p>the main character for The first-ever</p>
<p></p><div class="hwc kCrYT" style="padding-bottom:12px;padding-top:0px"><div><div><div><div><div><div>Video Horror Society has been an absolute joy for us to work on, and we know you've 💳 seen our team's passion in every aspect of this project. Unfortunately, <span>we have not found the commercial success that we 💳 need to cover costs to keep the game running