



CONGRATULATIONS FULL SAIL GRADS

17 GRADUATES CREDITED ON

4 WINNING PROJECTS

The 2014 Game Awards paid tribute to the year's outstanding achievements in the industry for games, designers, music, animation, and more. Full Sail University graduates put their marks on the evening as 17 grads were credited on 4 winning projects, including **Best Online Experience** winner *Destiny*.

Full Sail Game Development grad Kevin Yanes contributed his talents to the game, which also took home the award for **Best Score/Soundtrack**. *Destiny* was also nominated for **Best Shooter**.

In total, 35 Full Sail graduates were nominated on projects in 10 categories at the 2014 Game Awards, including **Best Shooter, Best Action/Adventure, Best Mobile/Handheld, and Best Score/Soundtrack**.

MANY OF THE NOMINATED TITLES HAD FULL SAIL GRADS ON THEIR TEAMS, INCLUDING:

Best Shooter

Far Cry 4, Call of Duty: Advanced Warfare, Destiny, Titanfall, Wolfenstein: The New Order

Best Action/Adventure Game

Middle-earth: Shadow of Mordor, Assassin's Creed Unity, Sunset Overdrive

Best Family Game

Fantasia: Music Evolved

Best Online Experience

Call of Duty: Advanced Warfare, Destiny, Hearthstone: Heroes of Warcraft, Titanfall

Best Mobile/Handheld

Hearthstone: Heroes of Warcraft

Best Remaster

Halo: The Master Chief Collection

Best Narrative

The Walking Dead Season 2, The Wolf Among Us, Wolfenstein: The New Order

Best Performance

The Walking Dead Season 2

Best Score/Soundtrack

Destiny, Sunset Overdrive

Games for Change

Never Alone, The Last of Us: Left Behind

Game of the Year

Hearthstone: Heroes of Warcraft, Middle-earth: Shadow of Mordor

Most Anticipated Game

Uncharted 4: Thief's End

Developer of the Year

The Walking Dead Season 2



2014 WINNERS



FULL SAIL
UNIVERSITY

AWARD CATEGORY

GRADUATE AFFILIATED

GAME CREDIT

DEGREE PROGRAM / YEAR

2014 Far Cry 4

BEST SHOOTER

Derek Ehrman	Sr. Game Systems Engineer	GD / 2006
Rob Newns	Designer	GD / 2002

2014 Middle-earth: Shadow of Mordor

BEST ACTION/ADVENTURE

Andrew Gonzalez	Cinematic Animator	CA / 2010
David "Max" Downing	Quality Assurance Analyst, Realization Lead	DAD / 2010

2014 Destiny

BEST ONLINE EXPERIENCE

Francisco Cruz III	Artist	CA / 2005
Josh Hamrick	Sr. Gameplay Designer	GD / 2006
David "Max" Downing	Quality Assurance Tester	DAD / 2010
Kevin Yanes	Production Engineer	GD / 2010
Danny Bulla	Sr. Gameplay Designer	GD / 2006
Christopher Aaron Cox	Animator	CA / 2009
James Yavorsky	Character Artist	CA / 2009
Christopher Cannon	Environment Artist	CA / 2006
Joey Gibbs	Production Assistant	GDMS / 2011

2014 Hearthstone: Heroes of Warcraft

BEST MOBILE/HANDHELD

Nigel Nikitovich	Compatibility Analyst II	CA / 2009
Jennifer Conn	Final Frame QC for Cinematics	FI / 2010
Kyle Webb	Assistant Sound Designer	RA / 2006 EB / 2007
Frank Mummert III	QA Analyst II	CA / 2006
Adam Kugler	FX Artist	CA / 2009

2014 Destiny

BEST SCORE/SOUNDTRACK

Francisco Cruz III	Artist	CA / 2005
Josh Hamrick	Sr. Gameplay Designer	GD / 2006
David "Max" Downing	Quality Assurance Tester	DAD / 2010
Kevin Yanes	Production Engineer	GD / 2010
Danny Bulla	Sr. Gameplay Designer	GD / 2006
Christopher Aaron Cox	Animator	CA / 2009
James Yavorsky	Character Artist	CA / 2009
Christopher Cannon	Environment Artist	CA / 2006
Joey Gibbs	Production Assistant	GDMS / 2011

2014 Walking Dead 2

BEST PERFORMANCE

Meghan Lee	Assistant Producer	GDMS / 2012
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