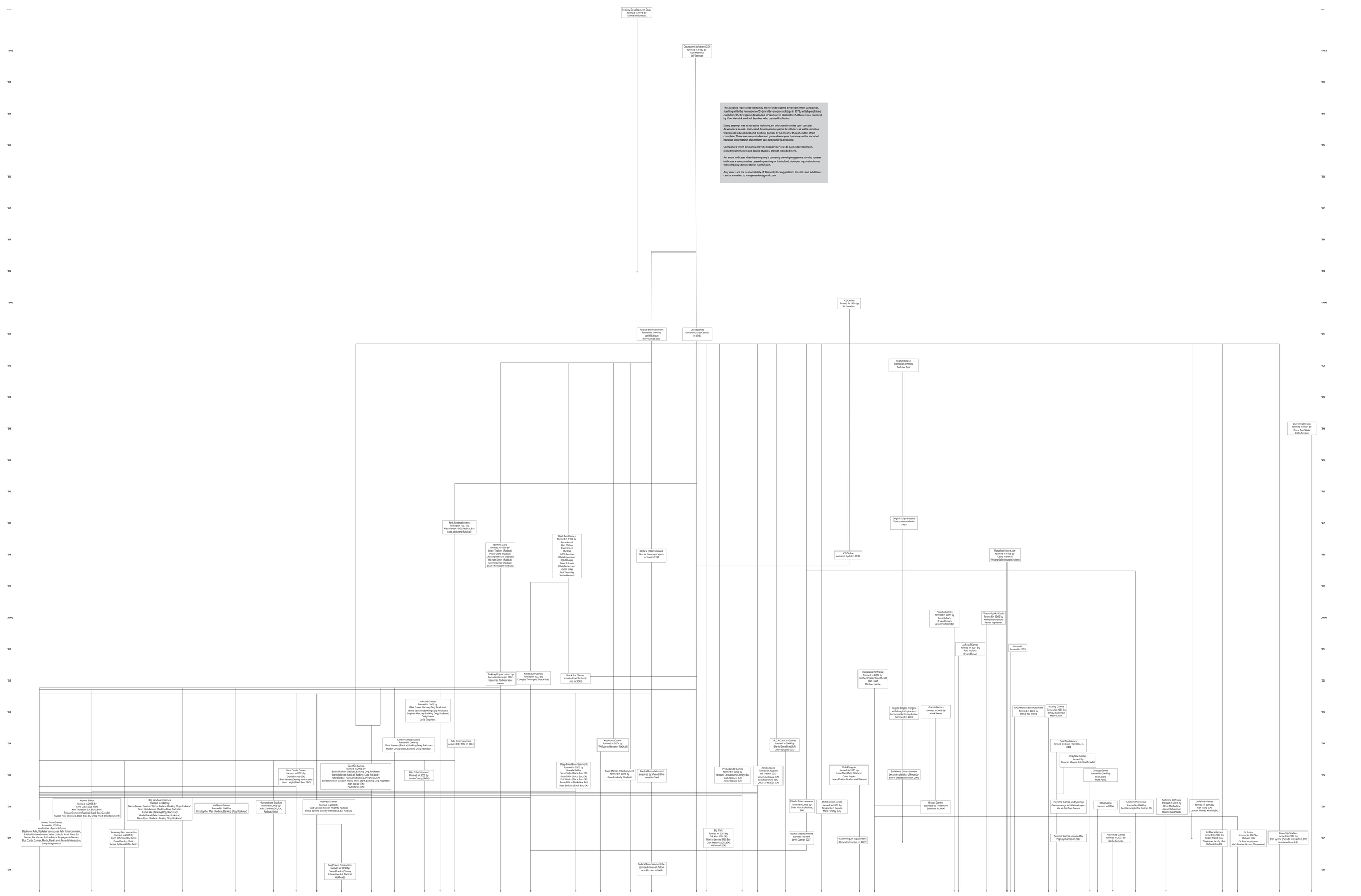
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Sydney Development Corp. formed in 1978 by Tarmie Williams Sr.
Distinctive Software (DSI) formed in 1982 by Don Mattrick Jeff Sember
This graphic represents the family tree of video game development in Vancouver, starting with the formation of Sydney Development Corp. in 1978, which published Evolution, the first game developed in Vancouver. Distinctive Software was founded by Don Mattrick and Jeff Sember, who created Evolution.
Every attempt was made to be inclusive, so this chart includes core console developers, casual, online and downloadable game developers, as well as studios that create educational and political games. By no means, though, is this chart complete. There are many studios and game developers that may not be included because information about them was not publicly available.
Companies which primarily provide support services to game development, including animation and sound studios, are not included here.
An arrow indicates that the company is currently developing games. A solid square indicates a company has ceased operating or has folded. An open square indicates the company's future status is unknown.
Any errors are the responsibility of Blaine Kyllo. Suggestions for edits and additions can be e-mailed to vangamedev@gmail.com.
ICE Online formed in 1990 by Al Escudero
Radical Entertainment formed in 1991 by Ian Wilkinson Rory Armes (DSI)
DSI becomes Electronic Arts Canada in 1991
Digital Eclipse formed in 1992 by Andrew Ayre
Lionwires Design formed in 1994 by Drew Ann Wake Colin Savage
Relic Entertainment formed in 1997 by Alex Garden (DSI, Radical, EA) Luke Moloney (Radical)
Digital Eclipse opens Vancouver studio in 1997
Barking Dog formed in 1998 by Rory Armes (Radical) Peter Grant (Radical) Christopher Mair (Radical) Michael Gyor (Radical) Glenn Barnes (Radical) Sean Thompson (Radical)
Black Box Games formed in 1998 by Aaron Arndt Dan Chilan Brian Green Jim Hall Jeff Johnston Chris Lippmann Rob Oliveira Dave Roberts Mike Sheehan Martin Sikes Paul Tremblay Stefan Wessels
Radical Entertainment files for bankruptcy protection in 1998
ICE Online acquired by EA in 1998
Magellan Interactive formed in 1998 by Cathy Marshall Wesley Gale (ImagesEngine)
Piranha Games formed in 2000 by Russ Bullock Bryan Ekman Jason Holtzclander
Theory5/pack1/Kisoft formed in 2000 by Anthony Burgoyne Raven Kopleman
Jarhead Games formed in 2001 by Russ Bullock Bryan Ekman
Yamsoft formed in 2001
Barking Dog acquired by Rockstar Games in 2002, becomes Rockstar Vancouver
Next Level Games formed in 2002 by Douglas Tronsgard (Black Box)
Black Box Games acquired by Electronic Arts in 2002
Threewave Software formed in 2002 by Michael Casey Goodhead Dan Gold Michael Labbe
Ironclad Games formed in 2003 by Blair Fraser (Barking Dog, Rockstar) Jamie Seward (Barking Dog, Rockstar) Stephen Mackay (Barking Dog, Rockstar) Craig Fraser Josie Stephens
Digital Eclipse merges with ImagesEngine and becomes Backbone Entertainment in 2003
Gnosis Games formed in 2003 by Mark Baxter
IUGO Mobile Entertainment formed in 2003 by Hong-Yee Wong
Blazing Games formed in 2003 by Billy D. Spelchan Mary Caton
Kerberos Productions formed in 2004 by Chris Stewart (Radical, Barking Dog, Rockstar) Martin Cirulis (Relic, Barking Dog, Rockstar)
Relic Entertainment acquired by THQ in 2004
Koolhaus Games formed in 2004 by Wolfgang Hamann (Radical)
A.C.R.O.N.YM. Games formed in 2005 by Daniel Lewallen (EA) Jesse Joudrey (EA)
SpinTop Games formed by Craig Hamilton in 2004
Playtime Games formed by Duncan Magee (EA, Realircade)
Blue Castle Games formed in 2005 by Daniel Brady (EA) Rob Barrett (Disney Interactive) Jason Leigh (Black Box, EAC)
Slant Six Games formed in 2005 by Brian Thalken (Radical, Barking Dog, Rockstar) Dan McIlvride (Radical, Barking Dog, Rockstar) Pete Dodge-Harrison (Bullfrog, Pygnosis, EA) Scott Paterson (Motion Works, Press Start, Barking Dog, Rockstar) Alan Baxter (EA) Paul Martin (EA)
Klei Entertainment formed in 2005 by Jamie Cheng (Relic)
Deep Fried Entertainment formed in 2005 by Brenda Bailey Steve Bocska (Disney, EA) Brian Tolin (Black Box, EA) Phil Weeks (Black Box, EA) Russell Rice (Black Box, EA) Ryan Bedard (Black Box, EA)
Maid Marian Entertainment formed in 2005 by Gene Endinoff (Radical)
Radical Entertainment acquired by Vivendi Universal in 2005
Propaganda Games formed in 2005 by Howard Donaldson (Disney, EA) Josh Holmes (EA) Jorge Freitas (EA)
Action Pants formed in 2005 by Nik Parmer (EA) Simon Andrews (EA) Tom Cross (Disney, EA) Omar Al-Khafaji (EA)
Club Penguin formed in 2005 by Lane Merrifield (Disney) Dave Krysko Lance Priebe (Rocketsnail Games)
Backbone Entertainment becomes division of Foundation 9 Entertainment in 2005
Gnoss Games formed in 2005 by Mark Baxter
SpinTop Games formed by Duncan Magee (EA, Realircade)
Grubby Games formed in 2005 by Ryan Clark Matt Perry
Playtime Games and SpinTop Games merge in 2006 and operate as SpinTop Games
UTherverse formed in 2006
Clickboy Interactive formed in 2006 by Ken Kavanagh (Ice Online, EA)
Saltmine Software formed in 2006 by Chris MacDefarie Aaron Richardson Dennis Gerdsnecht
Little Boy Games formed in 2006 by Ivan Tung (EA) Usman Ahmed Khalid (EA)
Playful Entertainment formed in 2006 by Sean Murch (Radical, EA)
Shift Control Media formed in 2006 by Tim Zuckert (Mass) Mark Findlay (EA)
Gnoss Games acquired by Threewave Software in 2006
Playful Entertainment acquired by Next Level Games 2007
Club Penguin acquired by Disney Interactive in 2007
SpinTop Games acquired by PopCap Games in 2007
Hoverbee Games formed in 2007 by Layla Konopa
Jet Black Games formed in 2007 by Roger Fredd (EA) Stephanie Jacoby (EA) Raffaele Fredd
Fit Brains formed in 2007 by Michael Cole Dr Paul Nussbaum Mark Baxter (Gnoss, Threewave)
PowerUp Studios formed in 2007 by Brett Lynn (Pseudo Interactive, EA) Matthew Rose (EA)
Big Park formed in 2007 by Erik Kiss (DSI, EA) Hector Sanjuan (EA, EA) Don Mattrick (DSI, EA) Will Mozell (EA)
Radical Entertainment becomes division of Activision Blizzard in 2008
Pug Pharm Productions formed in 2008 by Steve Bocska (Disney Interactive, EA, Radical, Hothead)
Atomic Robot formed in 2008 by Chris Davis (Eye Pet) Kevin Gordon (Eye Pet, Zoo) Tristan Grimmer (Radical, Black Box, Gekidoi) Russell Rice (Blowram, Black Box, EA, Deep Fried Entertainment)
United Front Games formed in 2007 by a collective of ex-EA from Electronic Arts, Rockstar Vancouver, Relic Entertainment, Radical Entertainment, Valve, Ubisoft, Atari, Slant Six Games, Backbone, Action Pants, Propaganda Games, Blue Castle Games, Mass, Next Level, Pseudo Interactive, Sony Imageworks
Big Sandwich Games formed in 2008 by Glenn Barnes (Motion Works, Radical, Barking Dog, Rockstar) Peter Hohubowicz (Barking Dog, Rockstar) Cory Lake (Barking Dog, Rockstar) Andy Wood (Exile Interactive, Rockstar) Dave Byun (Radical, Barking Dog, Rockstar)
Smoking Gun Interactive formed in 2007 by John Johnson (EA, Relic) Drew Dunlop (Relic) Angie Pytlewski (EA, Relic)
Helbent Games formed in 2006 by Christopher Mair (Radical, Barking Dog, Rockstar)
Humanature Studios formed in 2008 by Alex Garden (DSI, EA, Radical, Relic)
Hothead Games formed in 2006 by Vlad Ceraldi (Silicon Knights, Radical) Steve Bocska (Disney Interactive, EA, Radical)