Talented iOS Developer Promoted at Kwalee

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As Kwalee approach the release of their second iOS game, Pussy Flip: Purrfect Reversi, the development teams behind them have been working hard to complete their turn-based games. With this occurring, Kwalee has appointed a new Team Leader. With an exceptional academic record, and plenty of iOS development experience, James Munro has been a valuable member of the Kwalee development team since the early days, earning him the new role Team Leader/Programmer.

Leamington Spa, United Kingdom - As Kwalee approach the release of their second iOS game, Pussy Flip: Purrfect Reversi, the development teams behind them have been working hard to complete their turn-based games. With this occurring, Kwalee has appointed a new Team Leader.

With an exceptional academic record, and plenty of iOS development experience, James Munro has been a valuable member of the Kwalee development team since the early days, earning him the new role Team Leader/Programmer.

At just 24 years old, James has been involved with iOS development since 2009, working on 15 iPhone apps for high profile businesses and individuals at Sync Studios, producing creative ideas and gaining very good technical knowledge. But James says it was always his intention to break into the games industry:

"It has been an excellent experience at Kwalee and I have had the opportunity to work with some legends of the games industry. As a company, I'm confident that we will begin to climb the App Store rankings and produce some really engaging games."

James joined Kwalee at the very beginning in September 2011 and has since been at the heart of the team for Kwalee's iOS games Gobang Social, which is out already out, and Pussy Flip, available to download next month.

His extensive qualifications include a First Class degree in Games Computing as well as MSc Computing by Research from the University of Lincoln, showing a natural talent for programming.

James hopes to achieve much success in his new role at Kwalee:

"It's already great fun working at Kwalee with such a dedicated team. I hope to help to move the team forward in achieving company goals, and turn our exciting game ideas into a commercial reality."

David Darling, Kwalee CEO, is thrilled to have James step up to his new role:

"James is a gifted games developer with huge amounts of creativity and enthusiasm. He's a key member of our ambitious team."

James has also written interesting blogs on the Kwalee website, about programming methods and issues, titled "Tales From the Code Mines". His honest approach to the successes and mistakes in programming demonstrates the open side of Kwalee's public communication. James' blogs have gained a lot of attention and positivity amongst developers and hardcore gamers.

Kwalee:
http://www.kwalee.com

Flickr Photo (James Munro):
http://www.flickr.com/photos/kwalee/7636696668/

Kwalee is a company based in Leamington Spa that develop and publish social multiplayer games for iPhone and other mobile devices. Founded by David Darling CBE, co-founder of Codemasters, with decades of experience at the top level of the video game industry and contributions to many #1 games on numerous platforms in his CV. Kwalee is different. We seek to excite and entertain our customers with innovative new products that provide special experiences. Our ethos is based around a set of core values that put the customer first and which harness the creative skills of our staff to the maximum in order to do so. Kwalee is always very actively looking for those special people who want to join us in our exciting journey. Copyright (C) 2012 Kwalee. All Rights Reserved. Apple, the Apple logo, iPhone, iPod and iPad are registered trademarks of Apple Inc. in the U.S. and/or other countries.

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