

slots novos

American game designer

For the film director, see Michel Gondry

Michael Condrey is the co-founder and former studio head of Sledgehammer Games, which he founded with Glen Schofield after their collaboration on the popular video game franchise Dead Space. He is now the president of 31st Union, a 2K studio located in Silicon Valley, California.

Career [edit]

Condrey graduated in 1997 from the University of Washington.

The following year, his senior thesis on applying biotechnology to conservation

biology was published in the Molecular Ecology. After working as a

cuba diving instructor and boat captain in the Cayman Islands, he began work on

a graduate degree in Seattle. It was there that he launched his game

development career, beginning with a summer job at Electronic Arts (E) Tj T* BT

Redwood City at the EA-owned studio Visceral Games, where he became studio chief operations officer, as well as senior development director on the 2008 title

Dead Space. He also worked on three other successful EA franchises: Need for Speed, FIFA and the James Bond game series.

Condrey (right) and Glen Schofield at the Sledgehammer headquarter, 2009

In November 2009, Condrey and his Visceral Games colleague Glen Schofield

founded Sledgehammer Games, a subsidiary of Activision operating under the company's independent studio model.

Condrey likened the opportunity to work with Activision and Call of Duty to a baseball player having

a call from the New York Yankees or a filmmaker hearing from Steven Spielberg

After an initial attempt to create their own Call of Duty title,

Condrey and Schofield collaborated with Infinity Ward on Call of Duty: Modern Warfare 3.

The game grossed R\$1 billion in worldwide sales in its first 16 days

and took the Best Shooter prize at the 2011 Spike Video Game Awards.

The following year, the game was named Game Design of the Year at the Korea Games Conference and won the Global Award from Japan

Game Awards 2012 at the Tokyo Game Show.

Condrey and Schofield left their roles at Sledgehammer in February 2024,

taking up executive positions within Activision.

Condrey subsequently left Activision in December 2024 to help establish a new, 2K Games studio

under Take Two Interactive near San Francisco in January 2024.

The studio name was announced in February 2024 as 31st Union along with