**Rahni Tucker – Creative Director**

Hailing from Queensland Australia, Rahni Tucker is the Creative Director of Ninja Theory’s melee action combat game “Bleeding Edge.” Rahni began her career in 2005 in Brisbane, before joining Ninja Theory in 2009 on DmC: Devil May Cry, where she worked closely with all facets of the development team to bring her expertise of combat design to the critically acclaimed title. Her enthusiasm, energy and devotion to her craft earned her increasingly senior roles at Ninja Theory through to her appointment of Creative Director in 2014. Rahni continues to bring her impressively broad range of skills to all manner of projects at Ninja Theory.

**Dom Matthews – Commercial Director**

Dom is Commercial Director at BAFTA Award winning Ninja Theory and was part of the leadership team on Ninja Theory's first independent title “Hellblade: Senua's Sacrifice” (PlayStation 4, PC, Xbox One). He spearheaded the studio's push into self-publishing and was a champion for Hellblade's open approach to development. Dom's career in video games began at Capcom in 2007. In his time at the Japanese publisher's European HQ he worked on multi-million selling franchises such as Resident Evil, Dead Rising and Monster Hunter. In 2010 he joined Cambridge-based studio Ninja Theory to help bring both critical and commercial success to the developer, a role he carried out on both “Enslaved: Odyssey to the West” and “DmC: Devil May Cry.” With Ninja Theory now a part of Xbox Game Studios, Dom is playing a leading role in the studio’s bright new future.