MIDNIGHT SOCIETY

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For Media Inquiries, please contact:
marketing@vsmstudio.gg

MIDNIGHT SOCIETY

Midnight Society is a new kind of AAA game studio and publishing model over a decade in the making. We are a group of ambitious game industry veterans who see a future in which developers no longer create experiences in a vacuum and players share in a game's success. Our Day Zero Community exploded from the moment we announced our intentions - and 400,000 Founders Access Pass applications confirmed that the gaming community shares our vision for what's possible.

LEADERSHIP
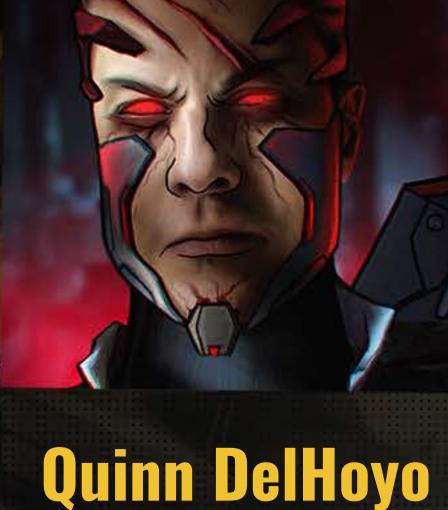
Guy Beahm

CO-FOUNDER
6'8" VISIONARY

DRDISRESPECT - Top
Gaming Influencer
Game dev and Level
designer on Call of Duty
4m+ Youtube Subscribers
12+ million total MAU

Sumit Gupta

CO-FOUNDER
CEO

Founder Bash Gaming,
Boom.tv, BitRhymes, B
oard G2 Esports
2 exits 55M, 170M
Multiple profit-driven biz in
gaming, esports

Quinn DelHoyo

CO-FOUNDER
CREATIVE DIRECTOR

Founder Bash Gaming,
Boom.tv, BitRhymes, B
oard G2 Esports
2 exits 55M, 170M
Multiple profit-driven biz in
gaming, esports

Robert Bowling

CO-FOUNDER
STUDIO HEAD

Creative Lead Call of Duty, 15+
yrs AAA game dev exp
Studio Head Robotoki, Publishing
Head Humble Bundle

GAME TEAM

DARREN BACON
SR GAMEPLAY ENGG
9+ YEARS

HALO INFINITE

HALO 5

DESTINY

COMMAND & CONQUER

ALEX FENNELL
SR GAMEPLAY ENGG
9+ YEARS

TECH DIRECTOR,
INFRASTRUCTURE
22+ YEARS

HALO INFINITE

THE ELDER SCROLLS:
ONLINE

JIM GRAY
SR GAMEPLAY ENGG
9+ YEARS

CALL OF DUTY:
ADVANCED WARFARE

STAR WARS 1313

STAR WARS
SECRETS OF THE EMPIRE

ROMAIN DECIRON
SR GAMEPLAY ENGG
9+ YEARS

STAR WARS 1313

STAR WARS
SECRETS OF THE EMPIRE

KABAM

HOWARD COULBY
SR GAMEPLAY ENGG
9+ YEARS

HALO INFINITE

HALO 5

HALO 4

STAR WARS FORCE UNLEASHED

RYAN THOMPSON
GAMEPLAY ENGINEER
7+ YRS INDIE DEV

ERIC HALLQUIST
CONCEPT ARTIST
5+ YRS INDIE DEV

GREG COX
ENVIRONMENT ARTIST
11+ YRS HALO 4, 5, INFINITE

DAVID PRASSEL
SENIOR GAMEPLAY DESIGNER
12+ YRS INDIE DEV

STUDIO AND PARTNERSHIPS

VIET HA NGUYEN
15+ YRS PHD CS
DIRECTOR OF CRYPTO DEV

BRIAN MIGGELS
20+ YRS VP MKTG
CALL OF DUTY

ROHIT GUPTA
5+ YRS FRONTEND
DAPPER LABS

CHRIS MA
12+ YRS FULL STACK
MICROSOFT

ELIZABETH MINTUS
15+ YRS TECHNICAL RECRUITER

BRYCE SCHMIDT
6+ YRS CREATIVE PRODUCER

JESSE NAVARRO
5+ YRS SOCIALS

LUCY LIU
4+ YRS COMMUNITY

RODNEY G
5+ YRS FRONTEND
DAPPER LABS

NICOLAS ENGLE
5+ YRS CONTENT
FORTNITE ESPORTS

LILLIE LEE
10+ YRS HUMAN RESOURCES

SPECIAL THANKS

TRUNG HA TUAN	KHANH NGUYEN	TAKASHI ITO	JOSE ARIAS	GARY FUNG
JOSH CUELLAR	TIM DUIJF	THORSTEN DENK	HUUB VAN DONGEN	MARK KIRTON

WHAT WE'RE WORKING ON

Midnight Society is focused on delivering the most community-focused, online PVP multiplayer experience the world has ever seen.

Built from the ground up in Unreal Engine 5, our new title - codenamed "Project Moon" - will be made open to our Day Zero community and major content creators from the earliest most iterations via the Founders Access Pass.

HOW WE PLAN TO USE WEB3

"There are two core facts we want to make very clear to all of our audience, including those who embrace decentralization and those who want absolutely nothing to do with it; Midnight Society is for all of us.

What that means is that at no point will you be limited from playing or enjoying our game because you chose one path or another.

If you want to have a completely centralized account, play the game, unlock items tied to your account which you use, and enjoy as you normally would, that is completely fine. If you want to have a decentralized account, where you are the custodian of everything you own and able to sell them outside Midnight Society on the open market, you are free to do so. Now here is where it gets really interesting; what if you're a user who has no understanding or interest in decentralization, and you choose to have a traditional centralized account and over the course of the next several years you unlock 100s of items that you've enjoyed in-game, but the time comes that you want to recoup your investment and sell some of your items?

Because we track all entitlements of the centralized account, we can easily transfer ownership of all of your items to you and you are free to sell them in or outside the Midnight Society ecosystem.

"The most important aspect of adapting to new technologies and approaches is to leave the choice in the hands of the player."

- Midnight Society Co-Founder/Studio Head
* Robert "fourzerotwo" Bowling*

LEARN MORE

BRAND GUIDELINES

ACCEPTABLE LOGO COLORS

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LOGO MISUSE

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Do not use drop shadows or other effects

Do not shuffle around the colors og the logo

Do not outline the logo

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do not rotate any part of the logo

MIDNIGHT SOCIETY

THANK YOU