



MIGHTY KINGDOM APPOINTS FIRST CHIEF TECHNOLOGY OFFICER

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Dr. Grant Osborne has been appointed to the role of Chief Technology Officer (CTO) at Adelaide-based Australian game developer, Mighty Kingdom. This newly established role will see Grant drive growth for the company – one of Australia’s largest game studios - through the implementation of emerging technology systems and streamlining development processes.

The former Pickstar Chief Data Scientist has built an enviable resume over the past 15 years, successfully leading teams of data scientists and software and machine learning engineers across industries such as government and defence. During his time as Chief Technology Officer of GAMURS, a global games and esports-focused media network, Grant worked on the development of an AI esports coaching tool, which would allow both coaches and athletes to efficiently identify areas of improvement in their gameplay.

In this new role, Grant’s priorities will be to look adapt Mighty Kingdom’s technology teams for the future, focusing on efficient teamwork as well as the technological roadmaps and pathways used.

“I am incredibly excited to be on board. Mighty Kingdom does dynamics and people really well, the company culture is awesome, and it really shows in the quality and storytelling of its games. I can’t wait to help the team nail that high scalability and technology roadmap, which will help us apply some of the incredible emerging technology that’s out there,” Osborne said.

Mighty Kingdom Managing Director and Founder, Philip Mayes, said: “Now is the right time in Mighty Kingdom’s development to have our first CTO. To have secured someone of Grant’s calibre is a huge coup. His depth of experience in managing high-performing teams in conjunction with his expertise, particularly in machine learning and AI, will ensure Mighty Kingdom is well placed to achieve our strategic growth.”

In the past five years, Mighty Kingdom has grown from 30 to 167 employees. This rapid growth was buoyed by multiple partnerships with global entertainment brands, including Disney, LEGO, Sony and Mattel. Mighty Kingdom has a strong pipeline of exciting projects currently in development, including original games and co-developed titles with partners such as Lion Studios and East Side Games.

ABOUT MIGHTY KINGDOM

Mighty Kingdom delights more than 7 million players every month and designs game experiences with the world’s most recognised brands such as LEGO, Disney, Mattel, Funcom, Moose Toys, Spin Master and more, as well as developing its own original games. Our portfolio of games is crafted from our Adelaide headquarters, with a diverse team of more than 160 developers from across Australia. Led by a desire to engage and delight players, we make exceptional experiences that connect our diverse talent with millions of people around the world. We make games with heart. We Love Fun. We want to share it with the world. We want you to be part of it.

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