

SONIC & ALL-STAR RACING TRANSFORMED™



Name: Joe Neate

Job Title: Producer

Previous Work:

Split Second PSP - Producer

Necessary Force (unreleased) - Senior Producer

Wheelman - Producer

Biography:

Prior to joining SUMO, Joe Neate spent over 4 years working at Midway Newcastle, working on Triple-B classic Wheelman, starring classically trained Hollywood thespian; Vin Diesel. The game surprised many with its innovative take on vehicle to vehicle combat, but didn't surprise many with the fact that the on-foot sections weren't as good.

After working with Midway and Ubisoft to ship that title, Joe worked on the prototype of a game called Necessary Force, utilizing the open-world tech and knowledge accrued during the development of Wheelman. Unfortunately during this prototype phase, Midway ran into financial trouble and Midway Newcastle ended up having to pitch the title to outside investors, and actually started an innovative PR campaign on the game & studio to help drum up outside interest. Despite this, sadly the studio had to eventually close as Midway ran out of funds. Joe still harbours the dream of one day finishing this game...

Since joining SUMO, Joe worked on the technically impressive PSP version of arcade racer Split/Second for Disney, and since shipping that has been hard at work on Sonic & All-Stars Racing: Transformed. Having worked direct with Steve Lycey from day one of the project, he has learnt an enviable amount of Sega knowledge about just about every IP you've heard of, and some you haven't, as well as being taught the location of every single real ale pub in the city of Sheffield. Never let it be said that Steve isn't a good teacher...

