

Paweł Zawodny:

Graduated from the Faculty of Computer Science and Management of the Wrocław University of Science and Technology, majoring in software engineering. His professional career began in 1997 at the Wrocław-based Techland company, where up until 2016 he was responsible for development of videogames and expansion of the studio. Additionally, in 2009 he became a member of the company's management board.

Affiliated with the CD PROJEKT Group since 2018 - initially as head of the Group's Wrocław studio, then as CTO/Head of Production at CD PROJEKT RED, responsible for technological and organizational transformation of the studio.

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Jeremiah Cohn:

Graduated in 1998 from North Carolina State University majoring in computer engineering. Additionally obtained an MBA in 2004 from Columbia Business School with a focus on marketing and management.

In 2014 he joined the CD PROJEKT Group as General Manager and board member of CD PROJEKT Inc, the US subsidiary focused on North American publishing. At CD PROJEKT RED he is responsible, among others, for franchise development. In 2021 he became a board member of The Molasses Flood, a CD PROJEKT studio.

Prior to joining CD PROJEKT Jeremiah Cohn worked as a Marketing Director, Brand Manager and Game Designer for large global video game publishers such as Activision, Warner Brothers, Atari and EA.