



### **About**

D-Pad Studio ([website](#)) is a small indie game studio, best known for our game Owlboy ([website](#)), a story-driven platform adventure game where you play as the owl Otus and his friends, released Nov. 1st 2017.

We released Savant - Ascent ([website](#)), our first game in 2013. It's a fast-paced twitch-shooter for PC and mobile.

### **The Team**

Our team, which is situated in Norway, the US, and Canada, consists of 5 people, and we first started working together in 2007.

The company, D-Pad Studio AS, was founded in 2011, and is registered in Bergen, Norway.

As a team, we are all inspired by the old video games that we grew up with, and we want to create games that are as full of charm and interactivity as the old classics.

We greatly value our artistic independence and artistic and moral integrity, and try to make games that inspire both thought and emotion.

[Simon Stafnes Andersen](#)

[Jo-Remi Madsen](#)

[Henrik Stafnes Andersen](#)

[Adrian Bauer](#)

[Jonathan Geer](#)

[Julianne Royce](#)

- Art Director and Game Designer on Owlboy, Co-Founder

- Programmer, Game Design, Co-Founder

- Programmer, Narrative, Technical

- Level design, QA

- Composer, Owlboy Soundtrack

- Merch, Promo, Social

## Owlboy Nominations and Recognitions

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### **2017**

- **SXSW Awards;** Won Gamer's Voice Single Player ([link](#), Austin, Texas)
  - **DICE Nomination;** Outstanding Achievement in Game Design ([link](#), Las Vegas, Nevada)
  - **Spill Prisen 2016;** Won in 3 categories ([link](#), Game Design, Art, Game Of The Year)
  - **TechRadar;** 6th Best Indie Game On PC/Console ([link](#))
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### **2016**

- **Rock Paper Scissor, Award;** Best Platformer of 2016 ([link](#))
  - **Techobuffalo;** Best Games Of 2016 ([link](#))
  - **Time Magazine;** The Best Video Games of 2016 ([link](#))
  - **OpenCritic, Hall Of Fame;** 90% positive critic rating ([link](#))
  - **Destructoid, Award;** Editor's Choice ([link](#))
  - **IGN, Award;** Editor's Choice ([link](#))
  - **PAX Rising;** Officially selected as part of PAX Rising at PAX Prime (Seattle)
  - **Hardcore Gamer;** Best Game Of The Year ([link](#))
  - **WeLoveFine, Featured Product;** FanForge ([link](#))
  - **IndieDB, Award;** Indie Of The Year, Interaction Award ([link](#))
  - **GameSkinny, Award;** Top 10 Best Indie Games of 2016 ([link](#))
  - **Arby's, Featured;** Owlboy Cardboard Cutout ([link](#))
  - **GameReactor Spain;** Top 5 Indie Games of 2017 ([link](#))
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### **2015**

- **GDC Play 2015;** Best In Play ([link](#), San Francisco)
  - **Minecon;** Officially selected as part of Indies At Minecon 2011 ([link](#), London)
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### **2013**

- **PAX 10;** Officially selected as part of PAX 10 at PAX Prime ([link](#), Seattle)
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### **2011**

- **Fantasticade;** Owlboy concert held in ([link](#), Austin, Texas)
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### **2010**

- **IGF;** Officially nominated at the IGF for Excellence in Visual Arts ([link](#), San Francisco)
- **Norwegian Game Awards;** Won Game Of The Year ([link](#), Trondheim)