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## Star Sonata's development team announces the addition of paid staff members

Star Sonata's global development team expands from two to nine, with new developers, designers, and a support lead

HENDERSON, Nev. (July 31, 2012) — Independent game developer Landauer Games today announced the hiring of 7 new staff members to fill a variety of roles on the development of the science fiction massively multiplayer online game (MMO), Star Sonata 2. Joining Project Lead, Jeff Landauer, and Lead Programmer Joey Forgues-Forget are three programmers, two game designers, a web developer, and a marketing and support lead.

The new staff will work on a variety of tasks to bring a fun and exciting gaming experience to players worldwide. The content designers will work on creating new content for players to enjoy, while the programmers will work on the client and server to bring new features and optimizations keeping Star Sonata current and exciting.

"We are excited to be expanding the development of Star Sonata 2 with the addition of paid staff," stated the Support and Public Relations lead, Martha Baxter. "We're expanding our staff in nearly every department, as well as bringing on new interns." Star Sonata has also expanded to include a variety of unpaid internship positions within the marketing and quality assurance teams. Information about these internships will be online in the middle of August, with interviews beginning in September.

## **About Star Sonata**

Star Sonata 2 is a space-themed massively multiplayer online game that combines elements of action, RPG, and empire creation into a truly unique MMO experience. The original Star Sonata was launched in 2004, and has persisted throughout the years as a much loved indie favorite. Players can explore the sandbox style universe, build persistent bases, construct trade ships, and even fight their way to the top and claim the Emperor's Throne!