



Press Kit

INDEX

[Burning Sky Games](#)

[Runaway](#)

[All Media](#)

[Inquiries](#)

Burning Sky Games

The general facts of Burning Sky Games

Name: Burning Sky Games

Location: based in Philadelphia, PA

Founding date: October 2016

Website: <https://burningskygames.com>

Press/Business Contact: jake@burningskygames.com

Social:

- [Twitter](#): @burningskydev
- [Facebook](#): @burningskydev
- [Instagram](#): @burningskygames

Team Member Profiles

- **Jake Carfagno, Director**
 - Jake is the founder of Burning Sky Games, leading the team and programming all game mechanics and systems. He is a Drexel University junior studying Computer Science with a minor in Entrepreneurship &

Innovation. For him, Burning Sky Games is a way to combine his passion for video games with his love of punk rock. He enjoys first-person shooters and real-time strategy games, plays guitar, and writes in his spare time. He draws inspiration from his favorite bands, among them Rise Against and Authority Zero, for his work.

- **Olivia Kwiatkowski, Lead Artist**

- Olivia is a senior student at Pratt institute majoring in graphic design. She is the lead artist for Burning Sky Games. Alongside creating a branding strategy for the corporate identity, she is also the main illustrator of Burning Sky's first feature game *Runaway*. Olivia likes puzzle games on now outdated handhelds and is an enthusiast for playthroughs. Olivia has nostalgia old Panic! at the Disco and Sleeping with Sirens.

- **Daniel Young, Animator**

- Daniel Young is a character animator with a passion for bringing art to life. He delves into motion graphics, 3D modeling and 2D animation with advanced knowledge on the Adobe Suite and Autodesk Maya to back it up. Some of his favorite games, such as Devil May Cry and Yakuza, tend to have awesome action and require flexible reactions to counter specific problems. His favorite types of music are rock, metal and rap, due in large part to their rebellious nature.

- **Mary Claire McCullough, Composer**

- Mary Claire is the musical composer and producer for Burning Sky Games. She is a music industry major at Drexel University and singer and bassist for Philly girl punk band Cherri Cola. Raised by two punks, she has been deeply attached to punk and rock of all forms since she was young. Her love of video games started in 4th grade playing Halo 3 with her dad. She is excited to bridge the worlds of raw punk and electronic soundtrack production in her work with Burning Sky.

- **Josh Sweren, Composer**

- Josh, a junior at Drexel University, leverages his major in entertainment and arts management in his role as composer for Burning Sky Games. Working with Mary Claire, he writes and records music to be used in custom soundtracks. He is in a local band and enjoys music across all genres, though with a preference for metal and punk of course. He relaxes with platformers and online shooters.

Collaborators/Contributors

- **Entrepreneurial Game Studio (EGS)**

- The Entrepreneurial Game Studio at Drexel University is a student incubator, providing mentorship, development resources, and networking to students passionate about game development. Burning Sky Games initially formed in the EGS and has received their support since.

- **Baiada Institute for Entrepreneurship**

- The Baiada Institute is a coworking space within Drexel University's Close School of Entrepreneurship. Through Jake's Entrepreneurship Co-op, Burning Sky Games has been granted \$15,000 of funding, mentorship, and office space within Baiada for the Fall/Winter 2018-19 academic terms.

Awards/Presence: list to the groups who hosted/gave the awards

- Close School Entrepreneurship Co-op, Fall/Winter 2018-19
- Boston Festival of Indie Games - feat. *Runaway*, 2018
- Baiada Incubator Competition - feat. *Runaway*, 2018
- Drexel's StartupFest/CICPhilly Grand Opening, 2018
- MAGFest Indie Videogame Showcase (MIVS) - feat. *Runaway*, 2019

Runaway

Information on Burning Sky Games' first game in development



Short Description:

- *Runaway* is a punk-rock inspired parkour platformer and the first game in development by Burning Sky Games. Take to the streets of a collapsed metropolis as you battle warring gangs for control of the city. Leap, dive, roll, and climb through the ruins to tag your mark on your once-beautiful home.

History

- *Runaway* has been in development since October 2016 with support from Drexel University's Entrepreneurial Game Studio. Through the Xbox Creators Program, Burning Sky Games plans to release a multiplayer-focused version of *Runaway* to the Xbox One and Windows digital stores in August 2019 with a larger, narrative-driven version to follow later.

All Media

Media articles for both Burning Sky Games and Runaway

Logos see *folders* Logo (PNG/EPS)

Logos should never be placed on a pattern, background, or image without permission of the owning company, Burning Sky Games.

- **Burning Sky Games**
 - Logo_BurningSkyGames_CB: Use colored icon + black type logo should be first choice
 - Logo_BurningSkyGames_CW: Use colored icon + white type logo if website contains a dark background
 - If other colors or versions are needed, please request
- **Runaway**
 - Logo_Runaway
 - If other colors or versions are needed, please request

Social:

- **Burning Sky Games**
 - **Website:** <https://burningskygames.com>
 - [Twitter](#)
 - [Facebook](#)
 - [Instagram](#)
- **Runaway**
 - **Website:** <https://burningskygames.com/runaway/>
 - [Twitter](#)

Image/Media see *folder* Image/Media

- [Game Play Video](#) (Youtube)
- Screenshots of game

- Photos of booth presence and team

text below are names of the images and description/suggested captions

- BurningSky_BostonFIG_Fall2018_01
 - Josh Sweren (Composer) explains Burning Sky's first game *Runaway* to interested players of all ages at the Boston Festival of Indie Gamers 2018.
- BurningSkyGames_BostonFIG_Fall2018_02
 - Burning Sky's first game is ready to showcase *Runaway* for the first time at the Boston Festival of Indie Gamers 2018.
- BurningSkyGames_DrexelStartup-CICPhilly_Fall2018
 - Jake Carfagno (Director) demonstrates the game controls to a young player at the Drexel StartupFest at the grand opening of the CIC Philly.

Previous Coverage

- [“The Boston Festival of Indie Games Overview 2018, Part 1”](#) - James Cunningham, Hardcore Gamer

Inquiries

Address all specific inquiries for writing about us to Burning Sky Games director Jake Carfagno at jake@burningskygames.com