

Who's Who (in the Making of Prince of Persia):

Adam Derman

High school friend.

Anne Dollard

Agent at Leading Artists whose clients included a pre-*Sex, Lies and Videotape* Steven Soderbergh. She was killed in a horseback riding accident in 1989.

Ann Kronen

Broderbund executive.

Bill Holt

Broderbund employee. I'm not sure of his exact title, but his job involved travel and outreach.

Bill McDonagh

CFO of Broderbund.

Brian Eheler

One of Broderbund's first employees, Brian was the product manager on all my Broderbund games from *Prince of Persia* until *The Last Express*, when he left Broderbund.

Cathryn Mataga

Born William Mataga. Programmer of Broderbund games including *Mindwheel* and *Essex*.

Chris Jochumson

Broderbund in-house game programmer, author of *The Arcade Machine*.

Corey Kosak

Programmer of *Print Shop GS* and other Broderbund titles.

Danny Gorlin

Author of Broderbund's 1982 hit game *Choplifter*. His next game, *Airheart* (aka *Typhoon Thompson*), was well received but less successful. He programmed the Amiga conversion of *POP*.

David Mechner

My younger brother. Go player, neuroscientist, entrepreneur, and original model for the rotoscoped animation in *POP*.

David Snider

Broderbund in-house game programmer, author of *Serpentine and David's Midnight Magic*.

Doug Carlston

CEO and co-founder of Broderbund Software.

Doug Greene

Freelance programmer whom I tried to hire to do the first IBM PC conversion of *Prince of Persia*.

Doug Smith

Programmer of Broderbund's early hit game *Lode Runner*.

Ed Badasov

Broderbund product manager first assigned to *Prince of Persia*.

Ed Bernstein

Director of PD (Product Development) at Broderbund.

Eric Deeds

Designer at Sensei Software.

Gary Carlston

Co-founder of Broderbund Software, with siblings Doug and Cathy.

Gary Cosay

Founding partner of Leading Artists Agency. Merged with Bauer-Benedek in 1991 to form UTA.

Gene Portwood

Broderbund in-house artist and creative consultant (with Lauren Elliot). Ex-Disney animator. Gene died in 2000. You can read about him [here](#).

George Hickenlooper

College friend and filmmaker. From his childhood in St. Louis making Super 8 shorts with friend Kirk Wise (*Beauty and the Beast*), George went on to direct over a dozen features including *Hearts of Darkness*, *The Big Brass Ring*, and *Factory Girl*. I had cameo roles in some of them; George reciprocated with a cameo as the cook in *The Last Express*. George died in October 2010, just days before the premiere of his film *Casino Jack* and the election of his cousin John as governor of Colorado, for which he had been campaigning tirelessly.

Janice Kim

My brother's girlfriend at the time. In 1987, at age 18, she became the world's first non-Asian female professional go player.

Jeff Kleeman

College friend, later a film studio executive and producer. While at MGM/UA, Jeff relaunched the then-dormant James Bond franchise with Pierce Brosnan in *Goldeneye*.

Jim Berkus

Founding partner of Leading Artists Agency. Merged with Bauer-Benedek in 1991 to form UTA.

Kyle Freeman

Programmer who moved from Broderbund to EA.

Lance Groody

Broderbund in-house programmer who did the IBM PC conversion of *Prince of Persia*, and supervised *Prince of Persia 2*.

Lauren Elliot

Broderbund in-house artist and creative consultant (with Gene Portwood).

Loring Vogel

Programmer at Sensei Software.

Mike Coffey

Programmer at Sensei Software.

Paul Dushkind

Broderbund marketing art director.

Robert Cook

Game programmer, author of *Gumball* and *D-Generation*, programmer of the C-64 and Atari conversions of *Karateka*. Robert later joined me at Smoking Car Productions as technical director of *The Last Express*. Still later, he co-founded MetaWeb Technologies with Danny Hillis; it was acquired by Google.

Steve Patrick

Co-founder (with Tomi Pierce) of Sensei Software.

Toby Jaffe

Agent at Leading Artists, later a producer.

Tomi Pierce

Co-founder of educational software developer Sensei Software; subsequently ran Broderbund's office in France. Tomi and I later collaborated on *The Last Express*, *Chavez Ravine*, and other projects. She married Doug Carlston in 1994. Tomi died in 2010 of ALS (Lou Gehrig's disease). You can read more about Tomi [here](#).