



Glass Cannon Games

Glass Cannon Games is a game development studio that is currently working on a side-scrolling platformer for the Xbox Live Indie Games section. It is led by Ian James, a Computer Science Major at UNI, with two partners, Conor Koenig, Graphic Design Major at the University of Wisconsin-Madison, and Cody Bardell, Computer Science Major at UNI. Glass Cannon Games derives its name from an old role-playing game term signifying something that is small but powerful and therefore seemed fitting for a team of this size. The studio was founded in June of 2011.

Cody Bardell

Cody Bardell was born in Champagne, IL but moved with his family to Long Grove, IA when he was three. During high school, Cody played tennis, managed the high school web page, and tutored freshman students. He attended Scott Community College for one year as an undecided major. Cody transferred to UNI where he is majoring in Computer Science. When presented the opportunity to be the lead programmer of a new game development studio, he quickly accepted.

Ian James

Ian James was born in Sacramento, CA, but moved to Emmetsburg, IA when he was five. He first attended college at Bard College at Simon's Rock in Great Barrington, MA. Ian started as a Physics major but quickly realized his true passion lay in video games so he changed his major to Computer Science. Ian spent another year at Bard College, and then took a year off before he eventually transferred to UNI. While at UNI, Ian put together groups of students to work on video games. After a year at UNI, Ian was offered a job at Dyton Incorporated where he currently works in addition to running Glass Cannon Games.

Conor Koenig

Conor Koenig was born in Chicago, IL, but his family moved to Madison, WI when he was two. Conor received his AA from Bard College at Simon's Rock where he initially focused his studies on the sciences, but soon realized his love for the arts after taking music and art classes. He is currently attending the University of Wisconsin, Madison working towards a BFA in graphic design and digital media. When Conor wasn't drawing, he was playing video games, reading anything and everything, or playing soccer. He currently builds the art for Glass Cannon Games.