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Beamdog Welcomes David Gaider

EDMONTON, ALBERTA – Beamdog is pleased to welcome David Gaider to the company as their new creative director.

“Originally we advertised for a senior writer,” says Trent Oster, CEO of Beamdog. “When Dave contacted us, we recognized the level of contribution he could bring to our games and our studio. We upgraded the position to Creative Director and brought him on board. We want to be the best RPG developer on the planet and, with Dave on our team, those plans for that future took a massive leap forward.”

David Gaider is well known for his design and writing work on Baldur’s Gate 2, Star Wars: Knights of the Old Republic, and Dragon Age: Origins. He brings 17 years of experience in the gaming industry to his role at Beamdog. Gaider will lead the writing team and direct new creative endeavours for the company.

“I recall my days working on Baldur’s Gate II and the Throne of Bhaal expansion very fondly,” Gaider says. “Thus when the opportunity arose to become Creative Director for a company which lives and breathes that style of gaming, how could I refuse? Not that it was an easy decision to leave BioWare behind, as it truly was not, but Beamdog has exciting plans and I’m thrilled to now be a part of them.”

“Dave is a titan in the world of RPG writing,” Oster adds. “He’s the best writer I’ve ever worked with and he’ll be a big part of our future.”

Beamdog is the company behind Baldur’s Gate: Enhanced Edition and its upcoming Siege of Dragonspear expansion.

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About Beamdog

Beamdog’s smash successes Baldur’s Gate: Enhanced Edition, Baldur’s Gate II: Enhanced Edition, and Icewind Dale: Enhanced Edition put isometric 2D roleplaying games on smartphones and tablets. Now they’re reaching even higher as they create their own in-house original content. The Beamdog team is a small but savvy force concentrated in Edmonton, Canada, but also working from Russia, America, the UK, and other countries.