

Remedy appoints Chief Operating Officer and expands the Executive Board

Remedy Entertainment Plc has appointed **Christopher Schmitz** as Chief Operating Officer (COO) and member of the Executive Board, which as from now on will also include HR Director **Mikaela Öberg-Mattila** and Chief Commercial Officer (CCO) **Johannes Paloheimo**.

Christopher Schmitz has worked in the games industry for over 25 years. Previously he has been in charge of developing and managing production and business in European game studios such as EA Ghost Games, Square Enix IO Interactive, Ubisoft Blue Byte and Quantic Dream. Schmitz will start as the COO of Remedy on 15 April 2019.

“Christopher has a wide range of expertise and experience in leading different types of game projects, building the required competences and partner networks, as well as developing and managing a growing organization. We’re excited to have him as a key part of our team to develop Remedy further”, says Remedy CEO **Tero Virtala**.

Mikaela Öberg-Mattila has served as the HR Director of Remedy since 2016. She has 15 years of experience in HR and recruitment from various industries such as pharmaceutical. Johannes Paloheimo has been involved in Remedy’s business development and management since 2012. Previously he worked as a management consultant for the Finnish-Swedish Chamber of Commerce.

In addition to the CEO and people appointed today, Remedy’s Executive Board includes Production Director **Markus Mäki**, Creative Director **Sami Järvi** and CFO **Terhi Kauppi**.

MORE INFORMATION

Tero Virtala, Chief Executive Officer

Phone: +358 9 435 5040

Email: tero.virtala@remedygames.com

Lauri Haavisto, Senior Manager, Investor & Talent Relations

Phone: +358 9 435 5040

Email: lauri@remedygames.com

Alexander Corporate Finance Oy

Certified Advisor

Phone: +358 50 520 4098

REMEDY IN BRIEF

Remedy Entertainment Plc is a globally successful game company founded in 1995 and based in Espoo, Finland. Remedy creates story-driven console and computer games released by renowned partners such as Microsoft, Rockstar Games, Smilegate and 505 Games. Remedy’s games include *Death Rally* (1996), *Max Payne* (2001), *Max Payne 2: The Fall of Max Payne* (2003), *Alan Wake* (2010), *Alan Wake’s American Nightmare* (2012) and *Quantum Break* (2016).

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