

For More Information Please Contact:
Michael Saltzman 310 271 5789
Michael@saltzmanpr.com

Animation Studio Titmouse, Inc. Announces It Has Added Two

**(New VP of Sales & Marketing & New Creative Director of Titmouse
Games Division)**

Hollywood, CA—May 26, 2009—Hollywood-based animation and game company Titmouse, Inc. has announced today the addition of sales and marketing vice president Sam Schoemann along with a new creative director and head of the Titmouse Games division, Aaron Habibipour. Titmouse, Inc. was founded by husband and wife team Shannon and Chris Prynosi. Titmouse produces shorts, commercials, cartoons, and other animated works, while Titmouse Games primarily creates and produces video games and related media. Titmouse is currently producing its third season of Adult Swim's *Metalocalypse*.

Schoemann has worked on such prestigious PBS series as "NOVA" and "The American Experience". Schoemann left the series to become director of business development for the broadcast design and production entity FUEL and in 1999 Sam served as executive director of creative services for Columbia TriStar International Television. With the emergence of the Internet, Sam left the studio to manage business development for broadcast, interactive television (ITV) and broadband engagements for the L.A. office of Razorfish. In 2002, Sam was hired to launch the entertainment marketing department of Klasky Csupo (Rugrats), where he first met and worked with Titmouse founder Chris Prynosi. Schoemann received his MBA from Pepperdine University's School of Business and Management and brings over two decades of experience in entertainment and advertising.

Habibipour brings nearly a decade of experience in the gaming industry, during which he has worked in every capacity save for programming. He has produced two commercials with Brain Zoo Studios, both of which won awards for excellence. Educated at Art Center College of Design and Art Institute of Pittsburgh, Habibipour has worked as a concept artist, storyboard artist, writer and producer. His games include *Darkwatch*, *Gun*, and the *Guitar Hero* series. He is also a published author and illustrator, working on trading card and board games and writing and editing the book *The Art of Darkwatch* and the *Darkwatch* Graphic Novel which appeared in the May 2005 issue of *Heavy Metal* magazine.

"We are psyched to have these two new additions to our stable of badasses. Aaron and Sam get our brand and have the attitude and the skill sets to blow doors and help rock Titmouse to the next level," commented Chris Prynosi, president and co-founder of Titmouse, Inc.

ABOUT TITMOUSE ANIMATION

Titmouse is a full service animation studio located in Hollywood, California. The Company specializes in traditional animation using the latest in state-of-the-art digital techniques. In existence for just over five years, the studio has already produced a string of high profile, highly successful projects ranging from broadcast and cable television, to feature film, national commercial advertising campaigns and well known TV and film main title sequences. In addition to production, Titmouse has harnessed a cutting-edge creative team with many collective years of success to create and develop an aggressive slate of original projects that span all media platforms. For more information visit www.titmouseinc.com.

ABOUT TITMOUSE GAMES

Titmouse Games is an independent video game developer that provides fierce indie content for consoles, mobiles, and more. Making hard-hitting games from their own original IPs, and hand-picked licenses, the Company strives to “keep it real” through the digital distribution of original content that feeds the needs of today’s hardcore gamers. Titmouse Games was introduced to the industry at the Game Developers Conference last month, with its first console Action RPG game, *Seven Haunted Seas*. For more information, please visit www.titmousegames.com.