Oddur Snær Magnússon

Oddur oversees the technical implementation of the virtual worlds Klang creates, whether that means guaranteeing back-end scalability, or the implementation of the clients used to access the studio's game services - he's affectionately known as the code janitor.

Throughout his career, Oddur has delivered over 70 software products, ranging from small integrations to large multi-million dollar enterprise billing systems. Oddur also played an integral part in the shipping of numerous game expansions and improvements to the critically acclaimed MMO, EVE Online.

When not working on his mission to catalog Berlin's best restaurants, he can be found obsessing over compiler errors and/or trying out new things in distributed system design.

Oddur also owns a horse, which he misses terribly.

Ívar Emilsson

Recruited by CCP Games in 2005 at the age of 21, having shipped thirteen EVE Online expansions and participated in the development of the PS3 title DUST 514 in Shanghai, Ívar can definitely be considered a sandbox MMO design veteran.

As a game designer coming from a QA background, he has a good perspective on what is needed to create a well-polished quality product. Throughout his years as a designer, he took on diverse roles including idea creation, prototyping, system design, balancing, UI design, content writing and more.

Ívar wants to live in a world where writing funny bios is not required, alternatively, a world where he's a handsome billionaire.

When Ívar is not slaving over the keyboard, you can probably find him in some super important meeting, or planning his next steps towards becoming a handsome billionaire.

Mundi Vondi

Mundi has been running his own creative business since he was 19, working in almost every creative field there is. From fashion design and production, graphic design, and directing short films, to painting and performance art.

With a different background from the rest of the team, not coming from the gaming industry, his goal at Klang is to create a unique look and feel for Klang's products.

Mundi brings the collective knowledge of his broad creative background, which perfectly complements the technical experience of the other team members.

In his spare time, Mundi likes to escape to one of Germany's many forests in order to run around naked and eat plants; he calls it "*going back to nature.*" These trips have various durations depending on how lost he gets. The last time he went something bad must have happened, as he hasn't been the same since.