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About the Authors Sascha Gundlach has

been working in the games industry for over a decade and started his career as a script programmer in a small game studio in the early 2000s. He worked for Crytek for eight years, working on games such as Crysis, Crysis: Warhead, and Crysis 2. He is a CryENGINE expert and has provided countless training sessions and

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