



Derek Smart, Ph.D. – President / Lead Developer / Chief Technical Officer, **3000AD, Inc**

Derek first appeared in the gaming industry in 1992 when Computer Games & Strategy Plus (now Computer Games Mag) previewed his first game, Battlecruiser 3000AD (a.k.a BC3K), which he started developing in the late nineteen eighties while working in the vertical market sector of the computer industry in Europe. Heralded as one of the most advanced space sims for its time, BC3K went to become the de facto standard for niche space games.

He shot to notoriety when in 1996, his then publisher, Take Two Interactive, released BC3K in its Beta form. Amidst much controversy, the matter was later settled out of court. Shortly after, he released the entire game for free on the Internet.

Over the years, he has been a prominent industry player and regarded as one of the quintessential indie developers. An eccentric and

vocal personality, Derek and his games have been featured in many print and online publications, including Computer Gaming World which wrote an in-depth profile in issue #201 (April 2001) based on a visit by EIC Jeff Green. In his closing statements, Jeff Green called Derek *"Smart, Witty, Stubborn, Angry, Tenacious, Loyal, Thoughtful, Obsessive & Proud"*

Based in Fort Lauderdale, FL, his solely owned company, 3000AD, Inc, which employs contract personnel from all over the world, has developed nine PC video games based on his industry recognized Battlecruiser and Universal Combat brands. The recently announced Galactic Command is a new brand aimed at the action crowd and is a radical departure from the niche style of the previous games. 3000AD is currently developing titles for both the PC and Microsoft's Xbox 360 console.

3000AD has released PC products through various worldwide industry publishers such as Take Two, Interplay, Three-Sixty, Mission Studios, Dreamcatcher Interactive, Akella amongst others. In his quest to keep his studio a truly independent one, in 2001 he caused quite a stir when he signed the first ever distribution deal with Electronics Boutique, completely bypassing a publisher and releasing his third game, Battlecruiser Millennium, exclusively through the retailer.

In 2005, after various legal issues with his then publisher Dreamcatcher, he entered the then fledgling digital distribution channel by releasing his new games directly through Macrovision's Trymedia, IGN's Direct2Drive, Digital River, Turner's GameTap and others. A vocal advocate for both developer and gamer rights and relationships, he is a very active participant in the industry and is currently on the board of his [local \(Miami\) chapter](#) of the [International Game Developers Association](#).