Trent Shumay B.Sc
President, Finger Food Studios Inc.

Trent Shumay is founder and current President of Finger Food Studios Inc. He manages technical direction and business relationships for the company. Trent is a life-long software developer and has been programming computers since the early 1980's when he started out as a seven year old "computer kid". He made his first commercial sale of software at the age of sixteen, and proceeded to graduate from the University of British Columbia in 1996 with a B.Sc in Computer Science.

With over thirteen years of professional experience in the Game Industry, Trent has made the most of his time working on and managing projects for several major interactive software publishers such as Electronic Arts, Sony Computer Entertainment, and Nintendo. For the past four years, he has specialized in hand held gaming platforms such as the Sony Playstation Portable and Nintendo DS. He has been involved in eleven commercial releases spanning from 1996-2009 and representing over 14 million units of retail sales.

As a passionate entrepreneur, nothing is more exciting for Trent than the recent mobile revolution incited by Apple Computer. The iPhone and iPod Touch, combined with the distribution model of the iTunes App Store represents a massive opportunity for creativity and meaningful direct engagement of a massive user base that grows on a daily basis.

Finger Food Studios Inc. was born from Shumay's vision to serve the needs of the new "Digital Democracy". Finger Food is focused on building a reputation as the highest quality, craftsman developer in the emerging landscape.

The goal is to grow a flexible, dynamic company that is well suited to meet the emerging demands of the new mobile economy. Unlike many iPhone developers, the goal is not to “hit it rich” on a single great idea. Instead, Finger Food is focused on sustained growth and efficiency by supporting a variety of internal and external projects.

Trent’s intuition and experience allow him to embrace the management challenges of each project in a highly tailored manner. He believes that a coherent vision and strategy is a mandatory first step in the process. After that, he works to establish a balance of new technology, leverage of Finger Food core components, licensing, and outsourcing that match the client’s vision and budget.

Outside of his work, Trent enjoys spending time with his family and enjoying outdoor time in the Vancouver area. He remains a gamer, and musician, but admittedly has deferred a lot of relaxation in favor of seeing his vision come to fruition!