

Sony begins laying off PlayStation developers immediately after game cancellations

New layoffs at PlayStation studios have been confirmed by developers on LinkedIn. The layoffs affected the Visual Arts and PS Studios in Malaysia. A former Visual Arts project leader expressed disappointment, stating that the layoffs severely impacted the studio, losing “ten years of experience and talent,” which will be difficult to recover.

Additionally, the Bend Studio project, associated with developing a game based on the God of War universe, was recently canceled, and the layoffs began after that. Sony has not yet commented on the situation, and the exact number of employees laid off remains unknown.