
LINDEN LAB CUTTING 90 JOBS AS PART OF RESTRUCTURING



Linden Lab, creator of virtual world Second Life, is planning to cut about 30 percent of its staff, or about 90 workers, as part of a restructuring plan designed to save money. According to the San Francisco Business Times, Linden Lab will combine its product and engineering divisions as well as consolidate its North American software developers. Linden Lab is based in San Francisco and also has offices in Davis, Calif., Mountain View, Calif., Boston, Reston, Va., Seattle and Brighton, U.K. Linden Lab CEO Mark Kingdon told the Business Times the restructuring will make Second Life “even simpler, more enjoyable, relevant and engaging for consumers.” The company remains in solid financial position, according to Kingdon, and the cuts follow “three years of intensive hiring.”

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