



MATHEUS PITILLO

PRINCIPAL GAME DESIGNER

Game Design Graduate with 17+ years experience in the Game Industry. I have worked as a Game, Level and Lead Designer on multiple projects, from award-winning Free-to-Play mobile game Knights and Dragons, to AAA console titles such as Hogwarts Legacy, For Honor and Disney Infinity. I'm looking for the next exciting challenge in order to continue to grow professionally and to bring my design ideas to life.

SKILLS

- System Design
- Game Mechanics
- Mission Design
- Progression
- Wireframing
- Flowcharting
- Leadership
- Pitching
- Self-Directed
- Client Facing
- Onboarding
- Greyboxing

TOOLS

- Unreal Engine
- Anvil Engine
- Unity Engine
- Autodesk Maya
- Photoshop
- Visio
- Hansoft
- Perforce

LANGUAGES

- Portuguese Native
- English Fluent
- French Basic

CONTACT

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EDUCATION

Game Design Diploma

2012

Vancouver Film School | Vancouver, BC, Canada

3D Generalist Certificate

2010 - 2011

MELIES Escola de Cinema, 3D e Animação | São Paulo, SP, Brazil

Game Design B.A.

2007 - 2009

PUC-SP Pontifícia Universidade Católica | São Paulo, SP, Brazil

WORK EXPERIENCE

Eidos Montreal // Principal Designer

JUL, 2021 - PRES

Unannounced Title

Responsible for owning the game's full Progression and its related systems from conception to implementation, as well as owning the whole Cell and its Master Feature List. Working closely with Directors and Leads to ensure that their vision is matched. Spearheading design team's documentation and best practices.

📍 Montreal, QC, Canada

Ubisoft Montreal // Lead Designer

MAY, 2020 - JUL, 2021

Unannounced Title

Responsible not only for leading the Design team, but also for one of the Boards, and its features. Day-to-day tasks involved documenting and presenting the low level details of some of our features, while also mentoring the team of designers, running 1-2-1s, helping defining the game's macro scope, Master Feature List and development requirements.

📍 Montreal, QC, Canada

Studio Gobo // Lead Designer

OCT, 2014 - MAY, 2020

Hogwarts Legacy - Lead Designer

Synced: OFF-Planet - Lead Designer

Hyper Scape - Lead Designer

For Honor - Lead Designer

Disney Infinity: Moana - Senior Designer

Disney Infinity: Star Wars - Game & Level Designer

Worked on projects of different genres, in co-development with a number of major clients, such as Disney, Pixar, LucasArts, Ubisoft, Tencent and Warner Bros. I had a broad experience getting my hands dirty with Mission Design, Game Mechanics, Gameplay Progression, Level Greyboxing, Paper Layouts, Flow Charts and Level Scripting, but my day-to-day involved more leadership oriented tasks. I was responsible for putting together Creative Briefs, pitching and owning the different mandates and features, while leading a team of Designers, conducting 1-2-1s and being the main point of contact with our external partners. Working really close to our Game Director, my main job was to ensure that his vision was carried across the whole project, throughout all departments, while always keeping a production and cost mindset.

📍 Brighton, England

IUGO Mobile // Game Designer & Live Ops

APR - OCT, 2014

Knights and Dragons

Started as a QA and quickly promoted to Game Designer. Responsible for live content, data management and event updates; worked closely with the analytics team designing creative and balanced F2P experiences and quests to maximize monetization.

📍 Vancouver, BC, Canada

Previous Work Experience...

Please refer to my LinkedIn page /matheus-pitillo/