



# Matheus Pitillo

## Principal Game Designer

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Montreal, QC, Canada

## SUMMARY

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Experienced Game Designer with **17+ years** in the industry, nearly a decade in **Lead and Principal roles**. Working across different genres, both first-party and co-development, I have developed a great understanding of Systems Design, with a focus on Progression and Gameplay Systems, gameplay loops, meta game and behaviour systems.

## INDUSTRY EXPERIENCE

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### Eidos Montreal



**Principal Game Designer**

Unannounced Title

July 2021 – March 2026

- Principal Game Designer on a **AAA Action/Adventure RPG title in Unreal 5**.
- Responsible for owning, designing and integrating all **Progression and Economy Systems** (*Character's Progression, Customization, Gear, Skill Tree, Enemy Weaknesses System, Economy etc*), from ideation through to implementation.
- Responsible for **designing and integrating gameplay systems**, NPC behaviours and routines, Save Preset Assets and character abilities for a melee-oriented combat.
- Worked with Directors/Leads to ensure their vision is maintained during development.
- Worked cross-functionally with multiple teams (Gameplay, Level Design, UI, VFX, Animation, User Research, etc) to ensure that systems were meeting all requirements.
- Iterated and balanced features based on internal and external (player) feedback.
- Established internal best practices and templates for design documentation.

### Ubisoft Montreal



**Lead Game Designer**

Unannounced Title

May 2020 – July 2021

- Lead Designer on an **unannounced action multiplayer cross-platform title in Unity**.
- Responsible for designing, prototyping and integrating progression-related features.
- Led and mentored the design team, and helped define the game's macro scope.

## Studio Gobo

### Lead Game Designer

November 2017 – May 2020

Hogwarts Legacy  
For Honor  
Synced: OFF-Planet  
Hyper Scape



### Senior Game & Level Designer

August 2016 – November 2017

Disney Infinity: Moana

### Game & Level Designer

October 2014 – August 2016

Disney Infinity: Star Wars

- Worked in co-development with clients such as **Disney, Pixar, LucasArts, Warner Bros, Ubisoft, Microsoft** and **Tencent** across multiple projects, platforms and genres.
- As a **Lead**, I owned a number of different cells and systems from different projects I've worked on - at times, in parallel - while mentoring and managing a team of Designers.
- Worked with Game Directors to ensure that their vision was carried across the whole project, always keeping a production and cost mindset.
- Led the **Creative Brief Pitch Team** with the goal to present and close deals with external partners for new project opportunities, or additional mandates for existing ones.
- As a **Senior Game & Level Designer**, I had broad hands-on work experience with Systems Design, Gameplay Mechanics, Enemy and NPC Behavior Systems, Design Documentation, Level Greyboxing, Paper Layouts, Flow Charts and Mission Design, for a combined Game & LD experience.

## IUGO Mobile

### Game Designer & Live Ops

April 2014 – October 2014

Knights and Dragons



- Responsible for Live Content, Data Management and In-Game Event Updates.
- Worked closely with the Analytics Team, designing creative and balanced F2P experiences and quests to maximize monetization.

## ADDITIONAL INDUSTRY EXPERIENCE

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<b>EA Sports</b> - Quality Analyst	Apr. '13 – Dec. '13	FIFA 14 ; FIFA 13
<b>Among Giants Games</b> - Jr. Game & Level Designer	Jan. '10 – Dec. '11	Distortions (Indie)
<b>Ongame Entretenimento</b> - Game Master	Jan. '08 – Dec. '09	Gunbound ; KickOff
<b>Nintendo World Magazine</b> - Freelance Game Reporter	Jan. '08 – Mar. '08	
<b>EGM Brasil Magazine</b> - Freelance Game Reporter	Dec. '07 – Jun. '08	

## EDUCATION

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<b>Game Design Diploma</b> Vancouver Film School   Vancouver, BC, Canada	January 2012 – December 2012
<b>3D Generalist Certificate</b> MELIES Escola de Cinema, 3D e Animação   São Paulo, SP, Brazil	January 2010 – January 2011
<b>B.A., Game Design</b> PUC-SP Pontificia Universidade Católica   São Paulo, SP, Brazil	January 2007 – December 2009

## SKILLS

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Systems Design	Leadership	Creative Pitching
Gameplay Design	Behaviour Trees	Data Analysis
Progression	Mission Design	Client Facing
Wireframing	Blueprint	Documentation

## SOFTWARES

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Unreal Engine 5	Visio	Perforce
Unity Engine	Hansoft	Confluence
Anvil Engine	Adobe Photoshop	Miro
Autodesk Maya	Microsoft Office Suite	Jira