



Matheus Pitillo

Lead/Principal Game Designer

www.matheuspitillo.com

mpitillo@gmail.com

+1 (438) 506-2306

Montreal, QC, Canada

SUMMARY

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 Systems, core gameplay loops, UX flows, meta game and economy.

INDUSTRY EXPERIENCE

Eidos Montreal

Principal Game Designer

Unannounced Title



July 2021 – March 2026

- Principal Game Designer on a **AAA Action/Adventure RPG title in Unreal 5**.
- **Feature Lead** responsible for owning, designing and integrating all **Progression and Economy Systems** (*Character's Progression, Gear, Skill Tree, Customization, Economy etc*), from ideation through to implementation.
- 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 systems 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 leading the **game's progression and social related features**.
- Led, managed and mentored the design team, and helped define the game's 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.
- **Led, mentored and managed different teams of Designers**, running 1-2-1s, task breakdowns and feedback loops.
- 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, Game Mechanics, Behaviour 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

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

EDUCATION

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

SKILLS

Systems Design	Leadership	Creative Pitching
Game Mechanics	Level Design	Data Analysis
Progression	Mission Design	Client Facing
Wireframing	Blueprint	Documentation

SOFTWARES

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