Matheus Pitillo

Lead Game Designer

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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

MBC Game Studio

Lead Systems Designer — 1001 Threads of Mizan

June 2026 – Present

- Lead Systems Designer on a **1-3 player Co-Op Action/Adventure title in Unreal 5**.
- Responsible for owning, designing and integrating all **Progression Systems** *(Character's Progression, Skill Tree, Customization, Economy etc)*.
- Leading, managing and mentoring teams of designers across Progression, **World Systems** and **World Activities** features.

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)*.
- 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 — Disney Infinity: Moana

August 2016 – November 2017

Game & Level Designer — Disney Infinity: Star Wars

October 2014 – August 2016

• 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.

ADDITIONAL INDUSTRY EXPERIENCE

IUGO Mobile - Game Designer & Live Ops	Apr. '14 - Oct. '14	Knights and Dragons
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
January 2012 – December 2012

Vancouver Film School | Vancouver, BC, Canada

3D Generalist Certificate
January 2010 – January 2011

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

B.A., Game Design
January 2007 – December 2009

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

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