

Odysseas Tsiridis
Game Designer

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Portfolio: <https://www.odysseastsiridis.com/>



Education

Bachelor of Science in Creative Media and Game Technologies from Breda University of Applied Sciences (2018-2023)

Recommendation Letters:

[Fishing Cactus](#), [Treecastle](#)

Work Experience

Start Playing, (Remote), 2024-Present

Professional Game Master, TTRPG Creator and TTRPG Content Creator

Making and running Table-Top Role Playing Game games and content for clients.

Fishing Cactus, (Mons, Belgium), April-August 2023

Design Intern - Lead Designer (Co-Developed Unannounced Project)

Through acknowledged effort and good pitches, became Lead Designer early in the internship before co-leading development of a vertical slice with the game director. Refer to the recommendation letters above for more information.

Strigiform Games, (Athens, Greece), 2016-2017

Lead Game Designer ([Kryptolexo](#))

A game made by a startup. I was responsible for design and organization of the project.

Features and Traits

- [Team Player](#)
- Strong analytical & problem-solving skills
- Generalist Designer, able to do tasks in Level, System, Economy, Combat, etc. design.
- Has made games on UE4&5, Godot, Unity and TADS3

Other Experience

- Judge for the Hellenic Game Awards since 2023
- Plays at least 120 games on Steam per year and more on other platforms
- Has made mods and rom-hacks for older games
- Over a decade of Experienced with (TTRPGs)

Released Games & Roles Within

[Dune Strider](#)

Economy Design, Technical Design, System Design

[Sugar Blast](#)

System and Progression Design, Event Organization

[Cobwebbed](#)

Level Design, Progression System Design

[Edith's Lost Pen](#)

Solo Project

[Caravan Criminals](#)

UX Design

[Deadweight](#)

Game Design

[Back to 3D](#)

Puzzle Design, Level Design

[The Shipshape](#)

Puzzle Design, Level Design

[Roots & Branches](#)

Solo Game Jam Project

[Bobbing Fishing](#)

Solo Project Proof of Concept

[Foam to the Top](#)

Solo Game Jam Project

Technical Proficiencies

- Unreal Engine 4&5
- Microsoft Excel, Office, OneDrive, Teams
- Photoshop (and similar)
- Notion
- Perforce
- Unity Version Control
- Miro