

Odysseas Tsiridis

Game Designer



Email: odysseastsiridis@gmail.com
Portfolio: <https://www.odysseastsiridis.com/>

Education

Bachelor of Science in Creative Media and Game Technologies from Breda University of Applied Sciences

Recommendation Letters:

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

Work Experience

Self Employed, (Athens, Greece), 2024-Present

Professional Game Master ([Start Playing](#))

Freelance work making and running TTRPG game content.

Self Employed, (Athens, Greece), January 2026-Present

Solo-Dev ([Beyond the Masque of the Red Death](#))

Started as a solo dev and took on a programmer later in development in the team I am releasing this text-based adventure later in 2026.

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

Design Intern - Lead Designer (Unannounced Project)

I went from intern to having lead designer responsibilities in my tenure. The game director and my supervisor were impressed with my performance and recommend me heartily.

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
- Plays 120 games on steam per year alone and more in other platforms
- Experience in making and balancing complex systems
- Experience in Puzzle and Level Design
- Independent and self-reliant

Fun Facts

- Has made mods and rom-hacks for older games
- Experienced Game Master (TTRPGs)
- Myth and Culture fan

Released Games & Roles Within

[Dune Strider](#)

Economy Design, Technical Design, Progression 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

[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
- Notion
- Perforce
- Unity Version Control
- Miro