



"Our vision is to create high quality, unique as well as entertaining experiences for gamers of all kinds"  
-The Pixel Reign Team

Partners



## About Us

Pixel Reign is a startup company founded in May 2018, consisted of Nick Larin (Project Leader & Developer), Angelos Gkamiliaris (Business Administrator & Level Designer) and Vicky Fysika (Music Composer & Sound Designer).

During just a short year, with our first title (Robbie Swifthand and the Orb of Mysteries) our team of 3 has managed to get featured in Unite Berlin by Unity, steal the hearts of hundreds of players during Gamescom 2018 and also get our product from Early Access to Full Release. We are now looking to expand our network in order to broaden our horizons in the gaming industry and reach out to the commercial market as efficiently as possible.

## Making Games For:

PC, Nintendo Switch, PS4, Xbox One, iOS, Android

## Our Type Of Games:

Action, Puzzle, RTS, Roguelike, Adventure, Multiplayer



# ROBBIE SWIFTHAND

AND THE ORB OF MYSTERIES



# Achievements



# Events Attended

Gamescom 2018

Unite Berlin 2018

White Nights Prague 2018

Athens Games Festival 2017 & 2018

**ROBBIE  
SWIFTHAND**  
AND THE ORB OF MYSTERIES

## User Reviews

Steam 95% positive

Gamejolt 4.7/5



# The Pixel Reign Team



**Vicky Fysika**

Music Composer &  
Sound Designer

10 years of experience  
12 awards on game dev  
Worked on AAA titles,  
TV productions as well  
as Cinematic works



**Nick Larin**

Project Leader &  
Developer

16 years of experience  
14 awards on game dev  
Worked on AAA titles,  
mobile games and  
small indie titles



**Angelos Gkamiliaris**

Business Administrator &  
Level Designer

6 years of experience  
5 awards on game dev  
Worked on mobile games,  
software houses and various  
tech related startups

# Thank you for your time!

We are hoping to hear from you soon - please do reach out at [contact@pixelreign.co.uk](mailto:contact@pixelreign.co.uk)

