



A STUDIO OF MOBILE, PC AND CONSOLE DEVS WITH A HEART FOR PUZZLE GAMES

Title: Degrees of Separation
Client / Publisher: Modus Games
Launch date: 2021
Engine: Unity
Genre: Puzzle Platformer
Platform: PC, Consoles

Title: Tiny Chef Cooking with Fwends
Client / Publisher: Nex
Launch date: 2026
Engine: Unity
Genre: Cooking
Platform: Nex

Title: Champions Ascension
Client / Publisher: Roughhouse Games
Launch date: 2023
Engine: Unity
Genre: Action, Fighting
Platform: PC, Consoles, Web3

Title: Dumb Ways to Die: Dumb Choices
Client / Publisher: PlaySide Studios
Launch date: 2022
Engine: Unity
Genre: Puzzle, Adventure, Point and Click
Platform: Android, iOS

Title: Mexican Ninja
Client / Publisher: Amber Studio
Launch date: 2026
Engine: Unity
Genre: Beat em' Up
Platform: PC, Consoles

LEADERSHIP

MIGUEL BENAVIDES
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JORGE FERRO
 TECH LEAD

Partners choose Madbricks because of our:

- End-to-end game development—from concept and prototyping to launch and live ops—tailored to each partner’s vision.
- Multidisciplinary, scalable teams that adapt to project needs across mobile, PC, and console platforms.
- High-quality art production spanning a wide range of styles, genres, and technical requirements.
- Data-informed design strategies that enhance engagement, boost retention, and grow monetization.
- Expertise in multiplatform development, helping partners expand their reach and streamline cross-platform delivery.
- Collaborative mindset rooted in transparency, agility, and creative partnership.

PARTNERS

