

Theodore Reiker
Business Development Manager & PR Director

Videogame journalist and aesthete for 17 years, Theodore decided to enter the world of game development 6 years ago. He worked as a PlayStation Project Manager at the Eidos Hungary-precursor studio Mithis Entertainment, then he supported Digital Reality, Hungary's largest indie development studio at the time - first as a Marketing and PR Manager, later as a Business Development Manager and console game designer. He joined 3D Brigade in the middle of 2007.