

Tiny Titan Studios Profile

About the Company

Tiny Titan Studios was founded in 2014, by industry veteran Jeff Evans, with a purpose to create nostalgic retro inspired games. After the success of their title Dash Quest, Tiny Titan expanded from a basement studio into a larger open concept space in downtown London, Ontario.

Company's Mission

From inception, Tiny Titan's mission has been to build the best quality adventure games. We are a team of mid-core game developers, building games that are accessible to a wide audience, often with RPG elements that make them exceptionally fun to play.

At Tiny Titan, we strive to maintain a lean and agile development process that allows us to be responsive, engaged, and pivot on a dime. This has given us the ability to move onto new game styles, constantly iterate, and minimize risk. Our ethos is to live and die by our creations.

Before a project starts, game designers and developers at all levels are encouraged to pitch and propose concepts to the team. At this stage, team buy-in is critical. Project proposals then get voted on, and the winning project moves into production. We take pride in creating a warm, welcoming, and collaborative atmosphere where we can let our developers shine.

We think the video game industry in Ontario holds great promise, especially with the incredible talent pool coming from Ontario colleges. Also, industry trade organizations such as Interactive Ontario and Ontario Creates continue to provide opportunities for developers to thrive.

Company's Work

Tiny Titan has had over 8 of their games featured as "Best New Titles" and "Game of the Days" from Apple. Our two most successful games to date are the Dash Quest franchise and Tiny Rails. We will also be launching a super exciting console and PC game soon.

We are always looking for talented artists, developers, designers and producers to join the team. [Learn More About Tiny Titan Studios](#)

