

Funding and growth for game studios.

I help indie and mid-size studios get funded, validate their market, and scale. Fifteen-plus years turning ambitious companies into scaled ones, across deep tech, AI, industry, telecom and life sciences, now all-in on games.

WHAT I DO

01 Funding

Get the right money, without giving away your studio.

Public game funds (Creative Europe MEDIA up to 200K€ at 60%, VAF Gamefonds, Wallimage, screen.brussels), the Belgian Tax Shelter for video games, and private capital. I build the blended stack and run the dossiers.

02 Market study

Know the market wants it before you bet the studio.

Sizing (TAM/SAM/SOM), competitor and comparable-titles mapping, player and customer research, pricing and monetization models.

03 Go-to-market

Launch like you meant it.

Positioning, platform and channel strategy (Steam, console, mobile, stores), launch plan and wishlist runway, publisher and platform partnerships.

04 Business development

Turn relationships into revenue.

Publisher and platform deals, strategic partnerships and co-production, licensing and IP deals, pipeline, negotiation and closing.

WHY ME

I'm a growth operator who actually grew up in games. Engineer and consultant by background, and for ten years a European Commission Expert Evaluator, I design and run the full funding stack, non-dilutive subsidies and grants alongside dilutive rounds, validate markets, build go-to-market, and close the partnerships that change a company's trajectory, across deep tech, AI, industry, telecom and life sciences. For a studio that means runway secured, a launch that lands, and deals that close.

GAMER TRACK

PC gamer since 1990

German national StarCraft team, 1998–2001

Founder of Epik Forge (2022–2024)

Belgian Age of Sigmar team sponsor

60+

Companies scaled

20M€+

Raised or deployed

200+

EU proposals evaluated

10 yrs

EC Expert Evaluator