

Kalle Hiitola

Game lead · Company builder · Investor

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I am a game development and technology leader with more than 20 years of experience building companies, leading teams and making games. My work spans product vision, creative direction, technology and studio leadership.

EXPERIENCE

Supercell

Game Lead

2024–present

- Founded a new cell and lead its multidisciplinary game team.
- Shape the product vision and creative direction, bringing design, engineering and art together.
- Guide prototyping, iteration and early discovery while building the team and its ways of working.

Next Games

Co-founder and Executive

2013–2022

Co-founded the studio and helped shape its culture, values and strategy through leadership roles across technology, new games and strategic projects.

Head of Strategic Projects

2021–2022

Led initiatives across technology, production and business. Improved collaboration between teams and contributed to acquisition readiness ahead of the Netflix purchase.

Head of New Games

2020–2021

Built new game teams and led ideation, prototyping and concept validation. Founded Next Games Academy for structured onboarding and talent development.

Chief Technology Officer

2013–2020

Directed studio technology strategy and game production. Built engineering teams and scalable architectures for live service mobile games.

Contributed to the 2017 Nasdaq First North IPO and the acquisition of Next Games by Netflix in 2022.

EXPERIENCE CONTINUED

Nuaird Ventures

Founder and Partner

2010–present

Founded an early stage investment firm supporting startups in gaming, technology, AI and ecommerce. Advise founders on product strategy and company building.

Portfolio includes AudioMob, Makea Games and Cypher Games. Investment and advisory experience includes Finnish and international startups and multiple exits.

Earlier ventures

Founder, CTO and product leadership

Held founder, CTO and product leadership roles in technology and digital media. Built engineering teams, established development practices and delivered large scale digital platforms for media and marketing businesses.

Founded and scaled startups through successful exits, building a foundation in company leadership and complex digital product development.

SELECTED GAMES

Next Games productions

- Stranger Things: Puzzle Tales
- The Walking Dead: No Man's Land
- The Walking Dead: Our World
- Blade Runner Rogue
- Compass Point West

SPEAKING

Speaker at GDC, Microsoft Build, Microsoft Ignite and PASS Summit.

FOCUS

Product vision and creative direction · Game team leadership · Prototyping and concept development · Technology strategy · Company building · Founder advising

CONTACT

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