# About Drattzy Games

Drattzy Games is an independent video game studio focusing on retro-inspired games emphasizing rich stories that have a classic feel mixed with modern gameplay concepts.

Our combined experience includes 17+ years of development and technical expertise (Mottzy) coupled with 8+ years of extensive experience creating 2D and 3D graphical assets for video games (DrassRay).

We have a passion for authentic retro styles and leverage our skills to produce quality gameplay experiences.

# Jeff Camozzi (Mottzy)

Jeff has 17+ years of professional software development experience. His work has spanned multiple industries and included successful startups and large corporations. He has regularly held leadership roles in building high-performing technology teams to create scalable and maintainable enterprise architectures.

Jeff is currently a CTO for a Digital Marketing startup company. He has always had a passion for video games and a desire to apply his extensive technical background to the challenge of game development.

For Drattzy Games, Jeff fills the role of managing business operations as the President and co-founder of the company. He is also the primary developer and story writer for Alterium Shift.

# Jacob Mann (DrassRay)

Jacob has 10+ years in 2D asset creation and 6+ years in 3D asset creation. His interest in game development started with personal projects being made in RPG Maker. It soon evolved into a desire to challenge himself into making better and better products by joining

multiple game jams and releasing his own assets on itch.io. With a passion for making JRPGs, he learned to hone his skills in making assets to fill specific needs in 2D and 3D games alike.

Jacob currently works in the field of IT, troubleshooting, and project managing installs for the Point of Sale industry. His love for technology and art is at the forefront of what enabled his curiosity into diving head first into the world of game development.  
  
For Drattzy Games, Jacob takes on the role of being a co-founder of the company and the Lead Art Director/Designer of Alterium Shift.