

# Mama Makes Games, LLC

*"A female-led company creating games and game-making tools."*

Founded: May, 2021  
Location: Coeur d'Alene, Idaho, USA  
Structure: Private Company  
# Employees: 1 (Kimberly Blais, Founder)  
Website: <https://MamaMakesGames.com>

## Contact Information

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Full games and demo keys available to media upon request.

## Latest News:

"Huge product announcement coming this summer!! Stay tuned on my socials, or email me at [kim@mamamakesgames.com](mailto:kim@mamamakesgames.com) for early details!"

# MAMA MAKES GAMES

Hi! I'm Kim, founder of Mama Makes Games!

"I first became interested in making a game while researching gamification for a technology startup I co-founded. I saw tremendous potential for games as a creative and transformational medium. But I also saw that many perspectives and experiences had been largely left out from the industry. I want my children to grow up in a world with games that show positive representations of people, life, and problem-solving, games where they can have fun and be entertained in beautiful, creative worlds with rich, deep stories and exciting dramatic experiences. This is why I started Mama Makes Games!"

## Recent and Upcoming Games by Mama Makes Games:

**Bridge of Dawn (2021):** An open-source Unreal Engine 4 game completed during the week-long Epic MegaJam.

**RoboLingo (2021):** A patented language-learning game for eight languages created with Godot.

**Brimo (2021):** A light-hearted web-based arcade game created with Godot.

**Hellfire 1988: An Oregon Story (2022):** A visual novel/point-and-click adventure game made with Unreal Engine 5.

**The Mama Tree (Upcoming - 2022):** A top-down action RPG for mobile created with my own home-made game engine.

**The Lost Weld (Upcoming - 2022):** An epic action-adventure game with an amazing voice cast using Unreal Engine 5.

