

PRESS
KIT
2026

● FOR IMMEDIATE RELEASE

BUILD WEIRD. BUILD BOLD. BUILD WORLDS.

Aetherian Studios is an independent game studio making **strange, striking, unforgettable games** — from TTRPGs to titles built in Unity and Unreal, with a focus on immersive, narrative-driven RPGs. This kit has everything press needs — who we are, what we make, and how to reach us.



01 ABOUT THE STUDIO

BUILD WEIRD // BUILD BOLD

Aetherian Studios is an independent game studio founded in 2020 on one stubborn belief: that games should feel like **nothing else on the shelf.**

Aetherian began with a spark lit in 2005 — the first playthrough of BioWare's *Jade Empire* — and a promise a middle-schooler made to build worlds like it one day. That promise took the long way around. After studying game development, our founder spent the better part of a decade in medical-industry marketing, building interactive sites and applications until the work went from steady to soul-crushing.

In 2020, that itch won. Aetherian Studios was founded to get back to the roots: not another medical app, but games. Today we're a collective of designers, artists, and engineers chasing the same thing — the narrative games and immersive experiences that make you sit still and just **absorb what you lived.** We aim to bring that feeling into every title we ship.

WHAT WE MAKE

TTRPGs, RPGs, and everything in their orbit — built in Unity and Unreal, always in service of story. Four titles are in active development: **Guildstew**, our family-friendly TTRPG companion; **Aetheneum**, a full TTRPG currently in balance testing; **Into the Woods**, an indie horror game; and **BROAKIN**, an action-adventure RPG.

HOW WE WORK

Small team, big swings. We prototype fast, playtest loud, and ship things that surprise people. Every project starts with a question we haven't seen answered before.

FOUNDED

2020

Independent & self-directed

TEAM

12

Designers, artists, engineers

IN DEVELOPMENT

4

Titles in active production

WHAT WE'RE ABOUT

BUILD WEIRD

BUILD BOLD

PLAYER-FIRST

CRAFT OVER HYPE

STORY-DRIVEN

“

If we wouldn't play it ourselves, it gets scrapped — and we start over.

— AETHERIAN STUDIOS

02 KEY PERSONNEL

THE HUMANS BEHIND THE WEIRD



BOJANA MILENKOVIC

FOUNDER & HEAD WORKAHOLIC

FOUNDER

Serbian-born, Bojana immigrated to the US from the UAE in 1999 and became a citizen in 2013 — chasing a make-games dream that started in middle school. A lighthearted, relentlessly ambitious creative developer with 10+ years across graphic arts, web, and branding, she spent a decade building interactive sites and apps before trading the medical industry for her first love: games. She founded Aetherian in 2020 to make the immersive, narrative-driven worlds she grew up obsessed with.

PRIOR WORK: MARKETING DIRECTOR

CREATIVE PROGRAMMING SOLUTIONS

AMBIDEXTROUS



BRANDON HAZELL

CFO & VOICE OF REASON

LEADERSHIP

The steady hand on the studio. An 11-year Air Force veteran, Brandon brings a practical, sort-it-out-first discipline that balances the creative chaos — he handles the numbers, the planning, and the questions that turn big ideas into workable ones. When the rest of the team is mid-excitement, he's the one already asking how it actually works.

PRIOR WORK: U.S. AIR FORCE (11 YRS)

FINANCE & PLANNING

KINGDOM HEARTS SUPERFAN



CHRISTOPHER BRINK

HEAD OF SYSTEMS & CREATIVE WRITING • RESIDENT THINK TANK

LEADERSHIP

The studio's writer and systems mind — the person who can hold an entire ruleset in his head and improve it mid-conversation. Christopher shapes the narratives, lore, and world rules that give Aetherian's games their voice, turning half-formed ideas into worlds that actually hold together. Much of what feels coherent in our worldbuilding is coherent because he wrote the better questions.

PRIOR WORK: NETWORK ADMIN ASSISTANT

SYSTEMS & WORLDBUILDING

KNOWS TOO MANY BIRD FACTS

BOILERPLATE

Short: Aetherian Studios is an independent game studio making weird, bold, unforgettable games — from TTRPGs to Unity and Unreal titles — with a soft spot for immersive, narrative-driven RPGs and a hard rule against anything that feels like homework.

Long: Aetherian Studios is an independent game studio founded in 2020, making strange, striking, unforgettable games. We work across TTRPGs, RPGs, and everything in between — built in Unity and Unreal — happiest making immersive, narrative-driven experiences that make you sit still and absorb what you just lived. Our twelve-person team has four titles in active development: **Guildstew**, a family-friendly TTRPG companion built because campaign tools shouldn't feel like homework; **Aetheneum**, a full TTRPG in balance testing; **Into the Woods**, an indie horror game; and **BROAKIN**, an action-adventure RPG. We were built by people adapting in real time, and we live by one rule: if we wouldn't play it ourselves, it gets scrapped.

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LOGOS & ASSETS



PRIMARY LOGO



HAGSTONE MARK



DARK-ON-LIGHT

FULL-RES LOGOS, SCREENSHOTS & KEY ART AVAILABLE ON REQUEST OR AT [AETHERIANSTUDIOS.COM/PRESS](https://aetherianstudios.com/press)

**BUILD WEIRD.
BUILD BOLD.**

THANKS FOR COVERING US. NOW
GO MAKE SOME NOISE. ►