



PARAMOUNT FORMS UNIFIED PARAMOUNT GAMES STUDIO - NAMES TONY DRISCOLL AS PRESIDENT

New Studio Combines AAA Skydance Games with Paramount's IP to Create an Interactive Powerhouse

Teenage Mutant Ninja Turtles: The Last Ronin Revealed and Details on AVATAR LEGENDS: The Fighting Game



Los Angeles (June 5, 2026) – Paramount today announced **Paramount Games Studio**, a unified gaming studio built on captivating storytelling, immersive gameplay, and bold, fan-first innovation. Designed to transform world-class IP into immersive franchise experiences, the new studio includes all Paramount and Skydance gaming studios, including Skydance Interactive and Skydance New Media, built on a single conviction: the franchises fans love most deserve games built by people who love them just as much. Paramount Games Studio is being led by a seasoned executive bench with deep experience across AAA game development, global publishing, and entertainment leadership. The executive team includes:

- **Tony Driscoll, President, Paramount Games Studio** – over two decades of senior leadership experience spanning entertainment, media, and emerging technology, including roles at Epic Games, Warner Bros., AT&T, and Disney. Driscoll will serve concurrently as EVP, Head of Corporate Strategy and Development, and will continue to lead our integration planning effort for the Warner Bros. Discovery transaction.



- **Dan Prigg**, Executive Vice President, Head of Games – extensive gaming industry experience leading interactive entertainment businesses, including senior roles at Scopely and Discovery.
- **Shawn Kittelsen**, Senior Vice President, Head of Creative & Production – acclaimed creative and narrative leader across major franchises, including DC Comics, *Mortal Kombat*, *The Walking Dead*, *Invincible*, and *Teenage Mutant Ninja Turtles*.
- **Andrea Silvers**, Senior Vice President, Marketing and Communications – industry veteran who focuses on building community-first marketing ecosystems, including leadership roles at Electronic Arts, EA Sports, Xero, and DocSend.
- **Kara Bilkiss**, Senior Vice President, Business Development & Licensing – seasoned gaming executive with more than 20 years of experience across XR, PC, console, and mobile, including leadership roles at Microsoft Gaming - Activision Blizzard King, Sony Pictures, and The Walt Disney Company, driving growth, strategic partnerships, and multibillion-dollar gaming portfolios.
- **Ray Davis**, Senior Vice President of Engineering – veteran engineering leader who has helped shape major gaming franchises and breakthrough technologies through senior roles at Epic Games, Microsoft, and Drifter Entertainment, with key contributions to *Gears of War*, Unreal Engine 4, Xbox, Kinect, and HoloLens.

“This division launch marks a meaningful evolution in how we think about games – not as an extension of our business, but as a core pillar of our content strategy alongside film, television, and streaming,” said Tony Driscoll, President, Paramount Games Studio. “We are committed to creating exceptional games for every type of player, from casual to AAA, and building enduring experiences across our beloved Paramount IP and original worlds that deepen fan engagement and drive long-term growth.”

With a heightened focus on high-quality games and immersive franchise experiences, Paramount Games is revealing several new titles, with more to follow shortly.

Teenage Mutant Ninja Turtles: The Last Ronin

Revealed during the Summer Game Fest showcase, *Teenage Mutant Ninja Turtles: The Last Ronin* is a AAA action-adventure game being developed by Platinum Games and published by Paramount Games. Based on the popular comic book series, *TMNT: The Last Ronin* follows the last surviving Ninja Turtle as he embarks on a desperate mission for vengeance. *TMNT: The Last Ronin* will be available on consoles and PC.

[\[Teenage Mutant Ninja Turtles SGF Announcement Trailer\]](#)



In tandem with the trailer reveal of *TMNT: The Last Ronin* at Summer Game Fest, Paramount Games is launching a limited-edition [BossLogic](#) merchandise collection, featuring *The Last Ronin*-themed apparel and collectible poster art. The collection is available now at thelastronin.com while supplies last.

Fans also now have exclusive access to a 10-page preview of the comic “The Last Ronin: Training Day” by Kevin Eastman and Tom Waltz, with art by the Escorza Brothers and Ben Bishop. In stores on July 9, 2026, “Training Day” is a one-shot prequel set between issues #3 and #4 of “The Last Ronin,” focusing on Michelangelo during a 24-hour period as he trains Casey Marie Jones, the daughter of April O’Neil and Casey Jones. Fans can access the preview by signing up for email alerts on thelastronin.com.

AVATAR LEGENDS™: The Fighting Game

Gameplay Group International and PM Studios, in collaboration with Paramount and Avatar Studios, present *AVATAR LEGENDS™: The Fighting Game*, developed with Nickelodeon Animation Studios. This fast-paced, 1v1 fighter, set within the iconic worlds of Avatar: The Last Airbender and The Legend of Korra, *AVATAR LEGENDS™: The Fighting Game* delivers fluid combat, expressive bending abilities, and competitive gameplay designed to engage both seasoned fighting game players and newcomers alike. Featuring an original canon Story Mode and an emphasis on fluidity, responsiveness, and online integrity, the game delivers an experience that is immediately accessible, yet deeply rewarding for those who strive for mastery, allowing players to step into their roles as their favorite iconic characters from the franchise.

AVATAR LEGENDS™: The Fighting Game will be kicking off a closed beta for those who pre-order the game on July 2-5, ahead of the game's official launch on July 23. The game will be available to pre-order for \$29.99 USD on PC via Steam, with other platforms to come. For more information on *AVATAR LEGENDS™: The Fighting Game*, join the conversation on [X](#) and [Instagram](#).

For ongoing updates on game releases and expanded transmedia experiences, follow Paramount Games on social media: [TikTok](#), [Instagram](#), [YouTube](#), [X](#), and [Facebook](#).

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Press Kit

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About Paramount Games Studio

Established in 2026, Paramount Games Studio is a unified gaming studio, encompassing Skydance Games as its publishing label alongside Skydance Interactive and Skydance News Media as distinct development teams, under the seasoned leadership of executives Tony Driscoll (President, Paramount Games Studio & EVP, Corporate Strategy and Development), Dan Prigg (EVP, Head of Games) and Shawn Kittelsen (SVP, Head of Creative and Production). Built on world-class storytelling, bold creative ambition, and the full strength of Paramount's beloved IPs, Paramount Games creates diverse games for every player, from casual to AAA, and enduring franchises designed to evolve with players for years to come. Its portfolio spans console, PC, mobile, and emerging platforms, with upcoming games and franchise experiences including *TMNT: The Last Ronin* and *AVATAR LEGENDS™: The Fighting Game*. By bringing together publishing, development, interactive licensing, and franchise-building under one vision, Paramount Games is elevating games alongside film and television as a core pillar of Paramount's broader entertainment ecosystem.