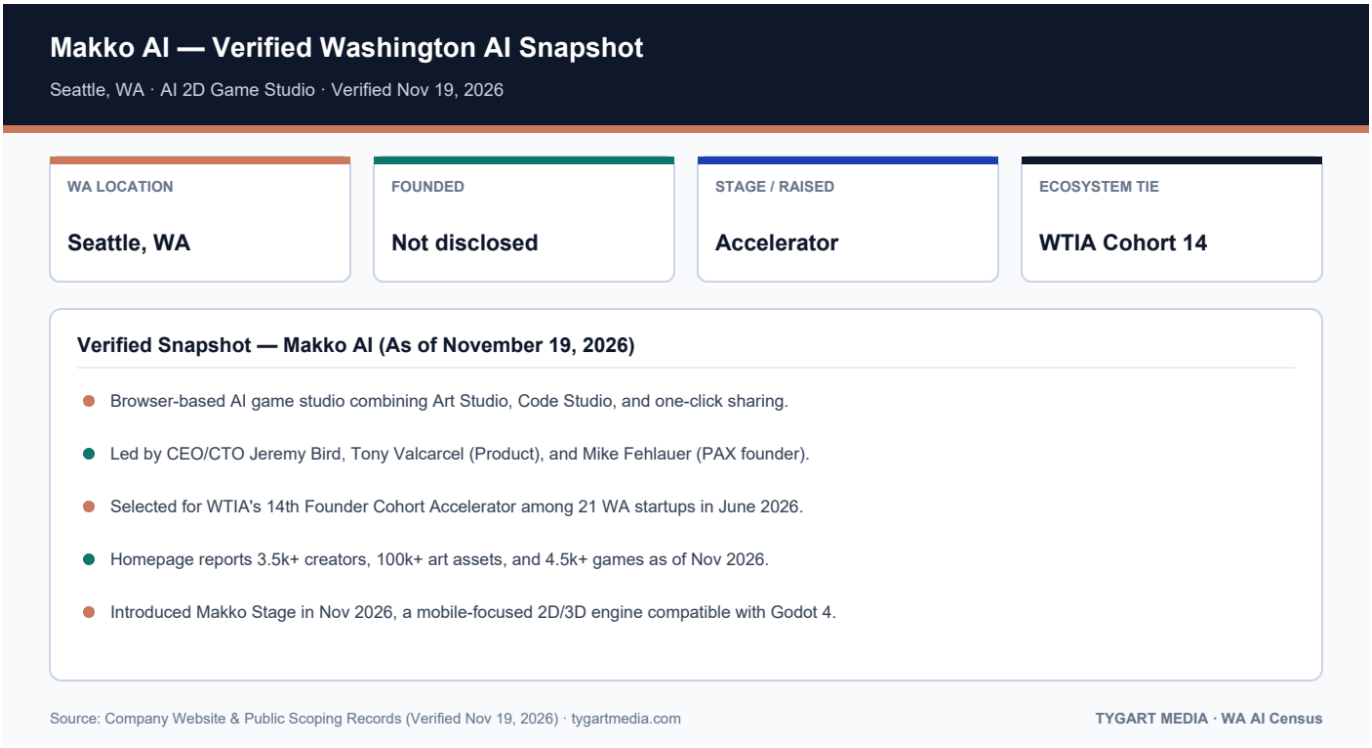
Makko AI: Seattle AI Profile — Product, Footprint & Verified Record

Verified: November 19, 2026 · Canonical URL: https://tygartmedia.com/makko-ai-seattle-wa-ai-profile/

Verified Record Summary: As of November 19, 2026, Makko AI is an active, independent Seattle AI game-creation startup shipping frequent product updates across its Art Studio, Code Studio, and newly announced Makko Stage engine. The company graduated into public subscriptions out of beta in 2026 and joined the WTIA 14th Founder Cohort Accelerator in June 2026, with no institutional venture funding round publicly disclosed.



Field	Verified Record (As of Nov 19, 2026)
Company	Makko AI
Official Website	https://www.makko.ai/
Washington HQ	Seattle, WA
Other WA Footprint	WTIA Founder Cohort 14 (Washington state program)
Founded	Not publicly disclosed
Founders / Leadership	Jeremy Bird (CEO & CTO); Tony Valcarcel (Head of Product & Marketing); Mike Fehlauer (Head of Operations & Biz Dev)
Stage	Accelerator (WTIA Founder Cohort 14)
Announced Funding	Not publicly disclosed
Team Size	Not publicly disclosed (3 leaders listed on official About page)
Primary Ecosystem Ties	WTIA 14th Founder Cohort Accelerator (June 2026); Seattle Amazon and Penny Arcade Expo (PAX) alumni leadership

What Makko AI Builds

Makko AI develops a browser-based AI game creation platform built to move creators from plain-English prompts to finished 2D art assets, animations, and playable browser games in one workspace. On makko.ai, the product is organized into a six-step pipeline—**Vision, Characters, Animate, World, Play, and Share**—anchored by two integrated tools: **Art Studio** and **Code Studio**.

In Art Studio, creators open a style-locked workspace called a **Collection** to generate concept art, character reference sheets with specific gear or armor, walk/attack/idle sprite animations, and matching biomes and props without visual drift across assets. In Code Studio, users describe gameplay mechanics in natural language while referencing their generated assets, allowing the AI to assemble playable browser prototypes with no manual coding required and publish them via a single shareable link or export package.

Washington Footprint and Leadership

Makko AI is based in Seattle and participates in Washington's statewide startup network through the **Washington Technology Industry Association (WTIA)**. On June 2, 2026, GeekWire reported that WTIA selected Makko AI as one of 21 Washington-state early-stage companies in its 14th Founder Cohort Accelerator Program, a four-month mentorship and investor-connection program supported by regional sponsors including Madrona Venture Group, Accenture, Fenwick, Seed IP, Clark Nuber, Edward Jones, KBF, and MeeBoss.

On makko.ai/about, the company names three senior leaders with deep Pacific Northwest tech and gaming ties: **Jeremy Bird** (CEO and CTO, described as a 10+ year Amazon veteran), **Tony Valcarcel** (Head of Product & Marketing, 15+ years in games and marketing, who also authors technical guides on the company's blog), and **Mike Fehlauer** (Head of Operations & Biz Dev, founder of Seattle's Penny Arcade Expo / PAX). An exact founding year and total employee headcount are not publicly disclosed on the company's site or in GeekWire coverage.

Products, Users, and Public Traction

Makko AI targets indie game developers, professional 2D game artists, hobbyists, and non-technical creators prototyping platformers, puzzles, arcade shooters, and RPGs. According to makko.ai/pricing, every plan unlocks both Art Studio and Code Studio. A free tier provides 150 monthly art budget units and 70 weekly chat requests with no credit card required; paid monthly and annual subscriptions (17% annual discount) and non-expiring credit top-ups scale usage across model tiers, with character concepts and props starting at 1 credit and sprite animations starting at 45 credits (up to 1080p on paid plans).

Public usage counts differ slightly across reporting dates and metric labels, which is worth noting cleanly. When Makko AI exited its seven-month beta and launched paid subscriptions in April 2026, company launch announcements reported more than **4,500 beta users** and over **40,000 game assets** created. As of November 19, 2026, the live homepage at makko.ai displays **3.5k+ Game Creators**, **100k+ Art Assets Created**, and **4.5k+ Games Created**—showing substantial growth in generated assets alongside a shift from cumulative beta user sign-ups to active creator counts. The company also runs an active Discord community and publishes regular technical tutorials for Godot, Unity, GameMaker, and Phaser developers on blog.makko.ai.

Funding, Stage, and Place in Washington's AI Landscape

No institutional venture capital round, angel syndicate, or total capital raised has been publicly announced by Makko AI or reported by GeekWire through November 2026. Based on public records, the company operates as an early-stage, product-led startup generating direct subscription and credit revenue after completing WTIA's 14th Founder Cohort Accelerator.

In Seattle's AI ecosystem, Makko AI bridges two established regional strengths: the Pacific Northwest's gaming talent base (rooted in Seattle's PAX, Nintendo, Valve, and indie-studio communities) and the broader wave of prompt-driven software creation tools. Whereas developer-focused peers like CodeChimp and Maestro build workflow and telemetry layers for general-purpose engineering teams, Makko AI bundles visual asset consistency, multi-model code generation, and now a Godot-compatible runtime (Makko Stage) specifically around the asset-and-engine bottlenecks of 2D and mobile game production.

Verified Primary Sources & Official References

- Makko AI Official Website: https://www.makko.ai/
- Makko AI About Page: https://www.makko.ai/about
- Makko AI News & Product Updates: https://www.makko.ai/news
- Makko AI Pricing & Credit Tiers: https://www.makko.ai/pricing
- Makko AI Blog: https://blog.makko.ai/
- GeekWire — WTIA 14th Founder Cohort Announcement (June 2, 2026): https://www.geekwire.com/2026/wtia-selects-21-startups-for-14th-founder-cohort-accelerator-program/

Companion Markdown twin: https://tygartmedia.com/wp-content/uploads/2026/11/makko-ai-seattle-wa-ai-profile.md (also mirrored at https://tygartmedia.com/makko-ai-seattle-wa-ai-profile.md). Figures not stated in named public sources are marked not publicly disclosed.