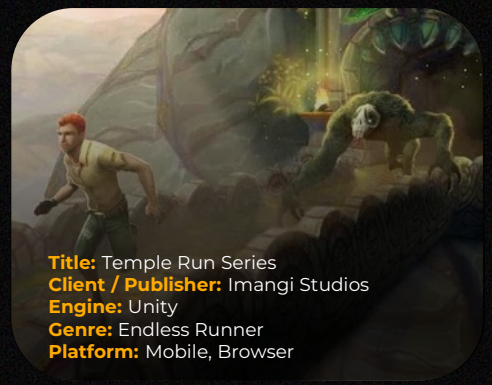
PRODUCT & IP EXPERIENCE

FULL PRODUCT DEVELOPMENT, LIVE SERVICES, CO-DEVELOPMENT



Title: Unicorn Academy: Friendship Adventure
Client / Publisher: Nex
Engine: Unity
Genre: Adventure
Platform: Nex Playground



Title: Temple Run Series
Client / Publisher: Imangi Studios
Engine: Unity
Genre: Endless Runner
Platform: Mobile, Browser



Title: Saw X: Survive the Obby
Client / Publisher: Pure Imagination Studios / Lionsgate
Engine: Roblox
Genre: Horror Obby
Platform: ROBLOX/PC



Title: Squish'ems
Client / Publisher: Amber
Engine: Unity
Genre: Casual
Platform: Mobile



Title: Tetris Beat
Client / Publisher: N3twork Studios
Engine: Unity
Genre: Rhythm Puzzle
Platform: Apple Arcade



Title: Happy Gilmore: Golf Mayhem '98 Demo
Client / Publisher: Netflix
Engine: Unity
Genre: Arcade
Platform: Netflix Games

LEADERSHIP



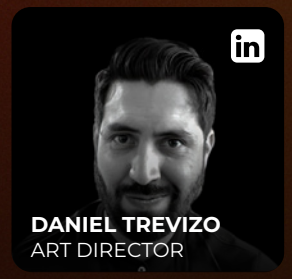
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About us

- Capable history of reimagining of high-profile IP's covering multiple genres.
- Deep design experience building from qualitative & quantitative sources, creating successful games that match your audience's profile.
- Crafting evergreen "Games as a Service" games that are built to last.
- Versatility and quality art capabilities that can fit multiple brands and genres to support high-end game content.
- Driving KPI performance in engagement and value, with senior business intelligence members.

PARTNERS

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