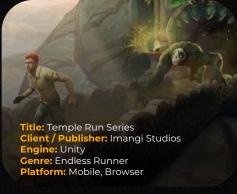


PRODUCT & IP EXPERIENCE

FULL PRODUCT DEVELOPMENT, LIVE SERVICES, CO-DEVELOPMENT











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LEADERSHIP





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About us

Squish'ems nt / Publisher: Amber

ine: Unity

Platform: Mobile

Genre: Casual

- 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.

Title: Tetris Beat
Client / Publisher: N3twork Studios
Engine: Unity

Genre: Rhythm Puzzle

Platform: Apple Arcade

- 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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