



TOUCHSCREEN-FIRST CASUAL & LIGHT CORE GAMES

PRODUCT DEVELOPMENT, PORTING, CO-DEVELOPMENT, LIVE OPS



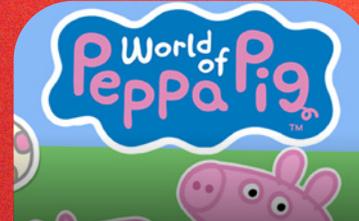
Title: Candy Crush Saga
Client / Publisher: King
Engine: Unity
Genre: Match 3
Service: Live Ops



Title: Monument Valley 3
Client / Publisher: Ustwo Games, Netflix
Engine: Unity
Genre: Puzzle
Service: Co Dev



Title: Coin Heist
Client / Publisher: Big Fish
Engine: Unity
Genre: Social Casino
Service: Product Development



Title: World of Peppa Pig
Client / Publisher: Netflix Games
Engine: Unity
Genre: Educational
Service: Co Dev / Porting



Title: Wild Things
Client / Publisher: Jam City, Netflix
Engine: Unity
Genre: Match 3
Service: Co Dev, Porting



Title: Vineyard Valley
Client / Publisher: Jam City, Netflix
Engine: Unity
Genre: Match 3
Service: Co Dev, Porting



Title: Link Twin
Client / Publisher: Netflix
Engine: Unity
Genre: Puzzle
Service: Product Dev, Porting



Title: Merge Mansion
Client / Publisher: Metacore
Engine: Unity
Genre: Merge
Service: Content Development

LEADERSHIP



GABRIEL STANCU
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Partners choose Avalon because of our:

- Focus on touchscreen-first casual and educational games, tailored for mobile-native player expectations.
- Proven experience with iconic brands across genres like match-3, puzzle, and social casino.
- Expertise in end-to-end production, live ops, co-development, and porting using Unity.
- Deep understanding of game economy design, UX-first thinking, and platform requirements.
- Seamless collaboration with top-tier partners including Netflix, King, Jam City, Big Fish, NBCUniversal, and Disney.
- Strong, cross-functional teams that deliver on-time, on-genre, and on-quality.
- Flexible pipelines and reliable delivery across multiple content, live ops, and feature teams.
- Track record of supporting multi-year franchises with scalable and consistent execution.

PARTNERS

