



KEVURU GAMES

INTRODUCTORY PRESENTATION

WHO WE ARE

Kevuru Games - a global game development partner that helps developers and publishers to build games by providing custom engineering and game art services. With a blend of in-depth expertise and boundless creativity, we transform your ideas into top-notch, world-class games that captivate audiences.



THE MISSION WE FOLLOW

To make our clients happy by creating outstanding and memorable gaming content that inspires millions of people worldwide.



THE VISION THAT LEADS US

To become a reliable partner of top-notch market players in the gaming industry and contribute to the development of their business.

CORPORATE FACTS

Our main aspiration is to create exceptional projects that stand out and give our clients maximum satisfaction. We stand side by side with our clients working on the most striking projects.

12

YEARS
ON THE MARKET

166%

YEARLY REVENUE
GROWTH

100+

HAPPY CLIENTS READY TO
RECOMMEND KEVURU GAMES

350+

HIGHLY SKILLED
EMPLOYEES

✓ TOP 10 WORLD GAME PUBLISHERS

Our clients are included in Forbes TOP 10 List of the most powerful entertainment publishers in the world

✓ LONG-TERM CLIENT PARTNERSHIP

Average client partnership extends to 3+ years

✓ TOP 20 WORLD BEST PC GAMES

Engaged in development of Top 20 Ranked Games

✓ 100 MILLION+ ACTIVE GAMERS

Enjoying games developed in partnership with Kevuru Games



AWARDS AND RECOGNITION

We are happy to develop the game development market and feel responsible for every project we are involved in creating. Our success is the success of our clients.



Kevuru Games is recognized by Epic Games as **Unreal Engine Authorized Service Partner**.



Kevuru Games entered TOP 10 biggest game development companies in Ukraine according to research created by authoritative [IT portal](#)



Kevuru Games became one of the **Epic MegaGrants** 2022 recipient who shows an incredible growth in the game development market



Kevuru Games became a **Gold Winner** of prestigious **NYX Game Awards** in the category "Game Design"

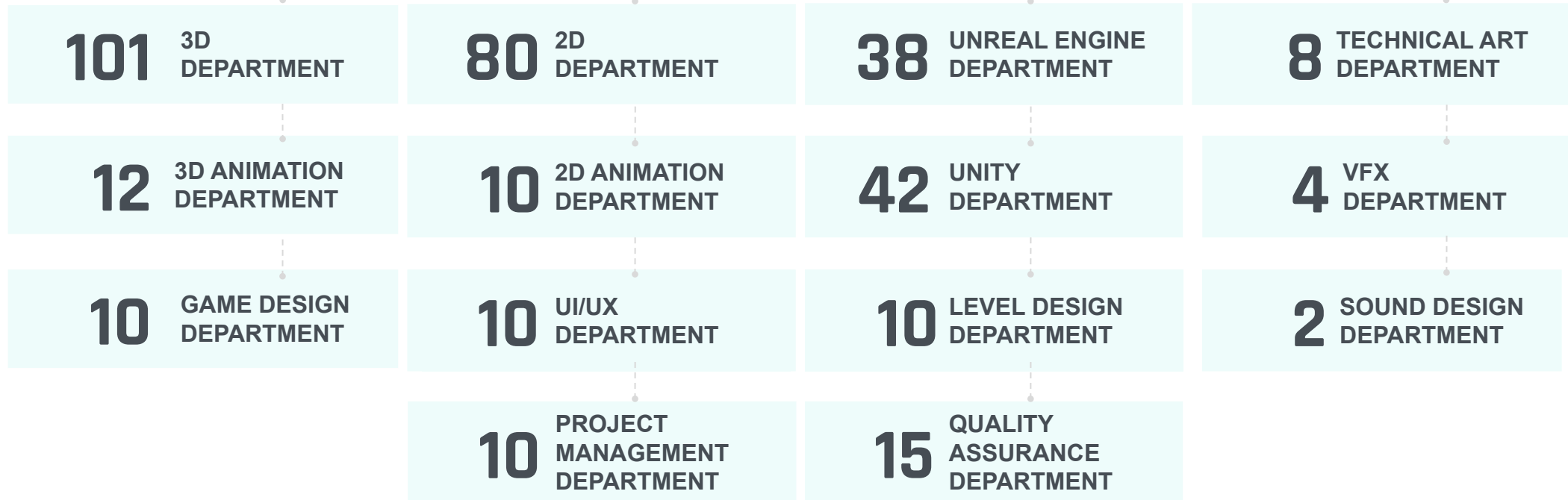


Kevuru Games entered a list of excellent Ukrainian IT companies in the category "Game Development Companies" with the support of the **Ministry of Digital Transformation of Ukraine**

COMPANY OVERVIEW

ORGANIZATIONAL STRUCTURE

 **352** TOTAL PRODUCTION TEAM



OUR CORE VALUES

DIVERSITY

We are equally happy to see people of any gender, age, race, orientation and religion in the company. Offensive or demeaning jokes, innuendo and memes on such topics are unacceptable.

TRANSPARENCY

Our company strives to make all decision-making processes and procedures as clear and transparent as possible. We maintain open communication within the team, and all decisions and expectations are always discussed together.

COOPERATIVE SPIRIT

All departments work harmoniously towards a common result and are always ready to help each other if there are any difficulties. No one is left alone with their problem: We adhere to the principle of "all for one and one for all" and know how to work as a team.

CONFIDENCE

Our work is built on mutual trust. We trust our colleagues as real professionals who are responsible for their work, and they are firmly convinced that the company will fulfill all its obligations regarding them.

CREATIVE PASSION

All of our specialists are absolutely committed to their work, so each project is backed by exceptional involvement and creative fervor. Thanks to this, we always manage to achieve results that exceed the expectations of our clients.

OPEN DOOR POLICY

The company has a developed culture of open doors, where any request, proposal or wish can be addressed to either any of the directors or to the CEO. We welcome new ideas and always implement them if they are useful to optimize work processes and achieve excellent results.

HISTORY

- 2011**
 - Custom development of mobile games
 - Start of cooperation with EA
- 2012**
 - Work on client projects in the field of 2D art
 - 5 own game titles
- 2013-2014**
 - 10+ projects in the portfolio
 - Formation of the 3D department
- 2015-2016**
 - Development of expertise in 3D art and animation
 - 20+ delivered projects
- 2017-2018**
 - Start of cooperation with **Epic Games** and work on **Fortnite (Season X)**
 - Actively expanding of the engineering department (Unity/ Unreal)
- 2019**
 - 60+ delivered projects
 - AAA expertise growth: modular and organic environment, weapons, characters, etc.
 - Work on projects for **EA, Goodgame Studios, Socialpoint, etc.**
- 2020**
 - Creation of 3D characters for the AAA game **Star Wars by Lucasfilm**
 - 100+ delivered projects
- 2021**
 - Work on ultra-realistic VR simulation Birdly Insects (**Gold Winner at NYX Game Awards 2022**)
 - Reaching 350+ in-house specialists
- 2022**
 - Kevuru Games received **Epic MegaGrant 2022**
 - 150+ delivered projects
- 2023**
 - Kevuru Games becomes **Unreal Engine Authorized Service Partner**
 - Opening a representative office in Poland (Warsaw)



CLIENTS SAY

James Kucera, Former Head of Mobile Development,
Bandai Namco America

“ Kevuru Games' flexibility and willingness to work quickly despite all issues resulted in a successful product upon first review. They produced good work, and the end product has positive reviews and no major crashes. They provided good feedback, and weren't afraid of making suggestions that would improve the end product.

Amichai Naveh Marmor, Games Director, **Techona**

“ It was a pleasure working with Kevuru Games. They're very professional and understand the slot business very well. On top of that, they had good suggestions regarding the animations and art style, which we incorporated into our games. I will definitely work with them in the future.

Niko Mäkelä, Art Manager, **Housemarque**

“ We found Kevuru for animation via an extensive animation test comparing many vendors. Kevuru's work stood out with realism in all details. They kept it up since then doing most of character animations for Stormdivers summer 2018 release and the closed beta. Everything within a tight schedule.



SOME OF OUR CLIENTS



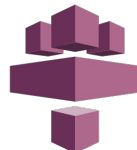
GAME DEVELOPMENT SERVICES

TYPES OF COOPERATION

We run projects independently, as well as co-develop games with a client's team and provide extra operational services.

- Full-cycle game development
- Co-development

TECHNOLOGY STACK:



PLATFORMS

Our team is able to work with all platforms that introduce great gameplay to players according to their preferences.

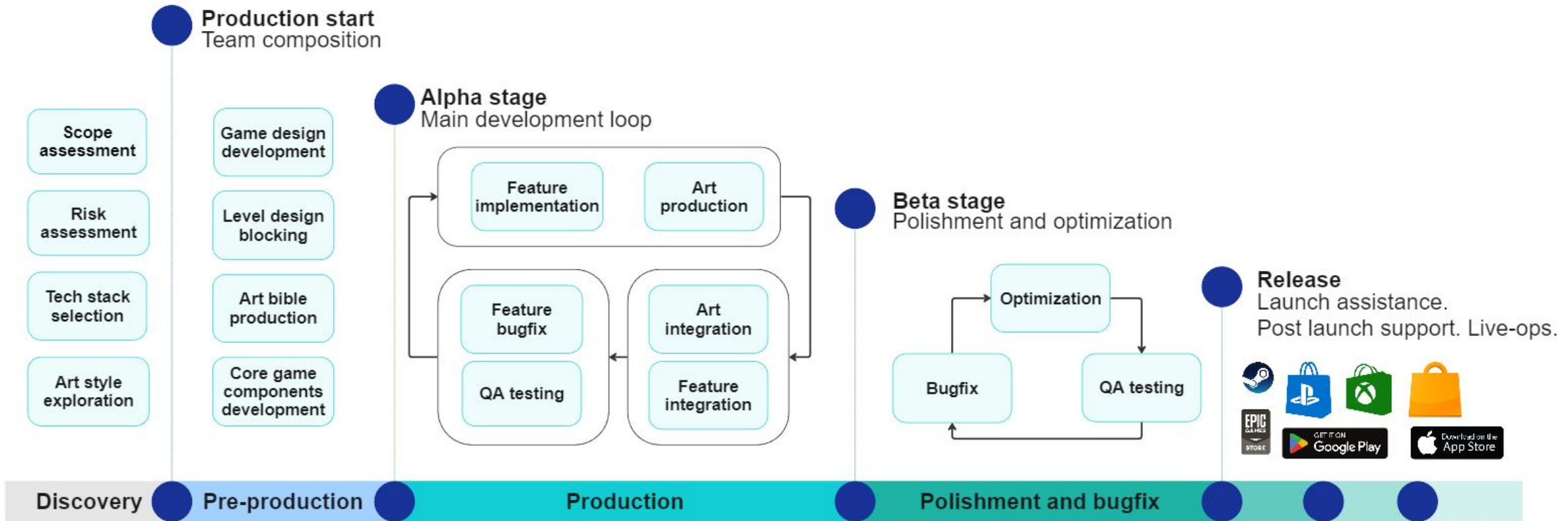
- Mobile Development
- PC Development
- Consoles

TECHNOLOGY DISTRIBUTION

Our team excels in working with various technologies that deliver exceptional gameplay experiences.

- Unreal 30%
- Unity 40%
- Porting 10%
- Back-end 10%
- DevOps 10%

OUR GAME DEVELOPMENT PROCESS



OUR RECENT PROJECTS IN GAME DEVELOPMENT



GAME ART: 3D/AAA SERVICES

Our company provides a full spectrum of AAA-quality 3D art production services. We ensure the highest standards of project management & strong internal QA.

+ DIRECTIONS OF ART

Environment and Props

- Environment
- Hard Surfaces (weapons, gadgets, machinery, architectural elements, etc.)
- Vehicles

Characters

- Characters
- Skins and outfits
- Creature and animals
- Hair

+ STYLE

Realistic
Stylized



OUR RECENT PROJECTS IN 3D



GAME ART: 2D SERVICES

Kevuru Games' art production pipeline is a great match. We offer 2D art services for projects of any size - be it illustrations or animation.

+ DIRECTIONS OF ART

Environment and Props

- Environment
- Vehicles
- Weapons
- Individual elements to objects

Characters

- Characters
- Skins and outfits
- Creature and animals

+ STYLE

Realistic
Stylized



OUR RECENT PROJECTS IN 2D



ANIMATION SERVICES

We create thrilling animations for a wide range of game genres. Turnkey service with rigging, skinning, laying out, blocking and animation all done within one team.

+ DIRECTIONS OF ANIMATION

2D/3D Animations

We bring a wealth of experience to storytelling through captivating character movements. Our proficiency lies in crafting original, compelling animations that seamlessly engage your audience.

VFX, SFX

Our dedicated VFX/SFX team specializes in crafting explosive particle effects and lifelike environmental simulations, elevating your game world to new heights and enthralling players at every twist and turn.

+ STYLE

Realistic
Stylized



OUR 2D ANIMATION EXPERIENCE



[Open full video](#)



OUR 3D ANIMATION EXPERIENCE



[Open full video](#)



OUR STRENGTHS

✓ CONTINUOUSLY HIGH ART STANDARDS

Dedicated to maintaining top-notch artistry aligned with the game's overarching vision, our creative teams, under the guidance of adept art directors and project managers, adhere to a robust process encompassing quality assurance, routine progress updates, and competent project risk management.

- Preservation of stylistic integrity
- Continuous communication, regardless of location
- Thorough evaluation and approval of each milestone
- Streamlined workflow for optimal efficiency
- Vigilant project risk management

✓ ADAPTABLE, SKILLED TEAMS

Our extensive pool of 350+ skilled professionals enables us to handle expansive projects. We have over a hundred projects in the portfolio. Our skill scope and experience guarantee established pipelines for consistent style and timely delivery of the project of any difficulty according to your demands.

- Specialized expertise
- Precise team selection based on technical skills
- Dedicated teams for extensive projects
- Diverse expertise spanning multiple disciplines
- Promotion of cross-feedback culture

OUR STRENGTHS

✓ A WIDE RANGE OF ART STYLES

Leveraging our vast experience across various projects, we've cultivated an extensive portfolio spanning stylized, semi-realistic, and realistic artwork for AAA games. Stylized art is perfect for games seeking a distinctive visual identity that transcends conventional boundaries. For those seeking a level of visual reality, our realistic artwork helps create lifelike characters, environments, and assets.

- Realistic
- Stylized

✓ EFFICIENT INTEGRATION PROCESS

Drawing from extensive experience across diverse pipelines, we effortlessly integrate them with our partners' processes, reducing errors and enhancing production efficiency. Moreover, our team excels in optimizing partner pipelines, covering the entire production cycle from pre-production to LiveOps.

- Adaptability to diverse pipelines
- Proficiency in tool mastery and combinations
- Pipeline audit, optimization, and testing
- Diverse communication channels

ENGAGEMENT MODELS

We understand the diverse needs of our clients and offer flexible cooperation models that can be customized to suit any specific requirements.

Our goal is to provide you with choices that align seamlessly with your vision and objectives. We offer services based on different order models that can be tailored to your specific needs.

You can choose one of the available models or combine them. Moreover, we are happy to help you choose the model that best suits your needs.

Whether you opt for a Fixed-Price model, Time and Material, Managed Delivery, or a Dedicated Team, our experts are here to ensure the success of your game development journey.



BUSINESS MODELS

FIXED PRICE

We offer our services at a fixed price that is based on the detailed specifications of the project.

TIME AND MATERIAL (T&M)

T&M pricing involves rates for flexible procedures and agile project execution. This model is suitable for long-term projects with changing requirements.

OPERATIONAL MODELS

OUTSOURCING MANAGED DELIVERY

We offer not only an experienced team capable of providing services but also managed delivery to ensure end-to-end fulfillment of all services.

DEDICATED TEAM

A dedicated offshore team is offered as an extension to your own infrastructure with the full support and access to all resources and facilities.

OUR LEADERSHIP TEAM



OLEG GONCHARENKO
CEO

Over 25 years of professional experience in executing, consulting, operations, marketing, and other roles. Self-made entrepreneur built 350+ (talents) Game Development Company
500+ completed projects for EA, Epic Games, Bandai Namco
100+ other clients



IVAN ANOSHKIN
Art Director

8 years of experience managing arts teams and about 13 years of professional education in the fine arts. Experienced in creating and managing teams of character artists for renowned global brands.

Known for Fortnite, RAID: Shadow Legends, March of Empires, and many more.



OLEKSANDR MANILIUK
CTO

About 15 years of extensive experience in game development and about 18 years in programming and IT. Most of the time worked on multiplayer projects of different genres and categories. Participated in the development of several AAA titles, such as S.T.A.L.K.E.R, Assassin's Creed line, etc.
Developed and published his own MMO space strategy game as a co-founder and CTO in the company IDA Games.



JULIA MUZYKA
Head of PM Department

Has over 5 years of experience in project management and overseeing the project lifecycle from start to finish, ensuring projects are completed on time, within budget, and to stakeholders' satisfaction. An effective communicator who can work across functional and leadership levels to achieve product excellence. Work closely with cross-functional teams, including developers, artists, designers, and testers, to establish project goals, prioritize tasks, and allocate resources effectively.

OUR LEADERSHIP TEAM



OKSANA HATSENKO
CMO

She has extensive knowledge, honed over 12 years of hands-on experience, positions her as a valuable asset in crafting and executing effective digital strategies, propelling businesses toward sustained growth and success in today's competitive digital marketplace.



IVAN SHEREMET
Head of Recruitment

He has over 8 years of experience in recruitment/HR/team management and department building. He worked in various fields (FMCG, logistics, IT, retail, marketing, law, finance and game development).



DANILA DOLGOSHAPKO
Head of Game Design

Over 15 years of game-design and narrative, involved in developing mobile, WAP and PC games of various genres, from indie and social farms to AAA projects. Experience in development, support, and liveops of a large multiplayer online project (Jewels of Rome, My Cafe — Restaurant Game, 8th day)



ROMAN KOCHERHIN
Head of 3D Department

He has 8 years of professional experience in 3D graphics technologies and graphics development. Worked on Metro, Stalker 2, NASCAR (Motorsport Games) and Small Town Murders (ROVIO). Roman has strong skills in producing 3D environments: sculpting, modeling, optimization, texturing, and graphics preparation. He leads and manages more than two dozen collaborators in various projects and styles, from Hyper Casual to AAA.

OUR LEADERSHIP TEAM



MYKHAILO KRAVETS
Head of Unreal Department

Skilled Programmer with 14+ years in game development, led Ubisoft Kyiv team on AAA titles like Assassins Creed and Far Cry, overseeing porting, engine features, optimization, and more.



ARTEM HARMASH
Head of Unity Department

Experienced Unity developer with 10+ years in games across genres (shooters, strategies, RPGs) on VR, PC, and mobile. Enjoys leading teams for efficient results, prides in creating captivating products.



VIACHESLAV TITENKO
Head of Technical Art & VFX Department

Technical Artist and VFX expert with 15+ years in CG, worked with brands like Honda and Adidas. Specializes in UE and Houdini, manages game content, creates materials, and optimizes visuals, connecting Art team with development, researching new tools to achieve appropriate optimization.



RUSLAN AKHMEDZHANOV
Head of Level Design Department

Significant experience crafting game locations and levels for PC, consoles, and WebGL. Specialized in mesh blocking for gameplay prototyping using Unity 3D and Unreal Engine. Began creating custom levels for Crysis in 2007 using the Sandbox 2 editor. Contributed to projects like Bluelight Inc. and others under NDA.

PEOPLE MANAGEMENT

We understand the pivotal role that effective people management plays in shaping the success of a game development company.

Our management team is composed of individuals who have already played a key role in taking the Ukrainian gaming industry into a new era. That's why we select only unique talents to meet our goals and develop long-lasting relationships.

Our management team is dedicated to fostering an environment where open communication, mutual respect, and shared goals create a sense of unity among our talented individuals.

Through training initiatives, and opportunities for skill enhancement, we ensure that our team evolves with the rapidly changing landscape of the gaming industry.



PARTICIPATION IN CONFERENCES



XDS | EXTERNAL DEVELOPMENT SUMMIT



GDC



gamescom



GAMES GATHERING CONFERENCE



casual connect



DICE



OUR CSR POLICY

In our CSR policy we focus on the following international standards:

UN GLOBAL COMPACT

The United Nations Global Compact is a non-binding United Nations pact to encourage businesses and firms worldwide to adopt sustainable and socially responsible policies, and to report on their implementation.



Girl Power Camp

UN SUSTAINABLE DEVELOPMENT GOALS

The Sustainable Development Goals or Global Goals are a collection of 17 interlinked global goals designed to be a «blueprint to achieve a better and more sustainable future for all.»



WOW Kids Camp

COMPANY CULTURE

Kevuru Games provides all the conditions and benefits to keep our specialists growing, nurture their talents and inspire for creativity.

PROFESSIONAL DEVELOPMENT

- # Training & Development programs
- # Open Door Policy
- # Mentoring

WORK SCHEDULE

- # Remote work
- # Flexible hours
- # 2 hours of lunch

SALARY & BONUSES

- # Paid leave
- # Overtime pay
- # Regular performance appraisal

OTHER PERKS

- # ENPS surveys
- # Birth support
- # Health program





THANK YOU

USA

📍 8, THE GREEN, STE R, Dover, DE 19901

☎ +1-424-413-5692

UKRAINE

📍 Kozatska Street, 122/4, Kyiv, 03022

☎ +380-98-067-14-98

✉ contact@kevurugames.com

POLAND

📍 al. Jana Pawla II 61, lok.241, biuro 1.7, Warsaw, 01-031

☎ +48 22 419 38 000

✉ contact@kevurugames.com