



iLogos Game Studios

# Social Casino Games



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# WHO WE ARE

**iLogos Game Studios** is a smart solutions provider for game companies that solves challenges in full-cycle game production and co-production **since 2006**. We are a full-cycle company - we are able to support all the stages of game production, from game design to art, development and liveops. **We have more than 300 people in total**. To cover the game development process in all the aspects, we have divisions in iLogos Game Studios:



**iLOGOS**  
GAME DEVELOPMENT

Full production cycle  
from concept to release  
and support



**iLOGOS**  
GAME ART

Unlimited art  
resources with 100+  
art specialists



**iLOGOS**  
GAME PORTING

Improving metrics  
& extending game  
life cycle



**iLOGOS**  
GAME LIVE OPS

Certified developers  
for most gaming  
platforms



**iLOGOS**  
WEB3 GAMES

Comprehensive  
blockchain-based  
solutions

## OVERVIEW

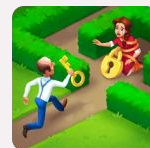
Our core tech stack is **Unity** and our main focus is **casual games** such as Puzzle, Match 3, Hidden Object, Strategy, Action, Social Casino, Word games, etc.

So far we have successfully completed **more than 400 projects** with over a hundred clients all over the world. The game we've worked on are played by **1,5 bln people**.

Our portfolio includes Top Grossing games such as **Shadow Fight 2 and 3, Gardenscapes, Two Dots** as well as IP based games (eg 2 games based on **Dreamworks' IPs**: Puss in Boots and The Big Friendly Giant).

We've worked with some of the largest gaming companies, **EA, Zynga, Playrix, Rovio, Wooga, Pixelberry Studios** to name a few.

More about iLogos







# DEVELOPMENT EXPERIENCE

with Social Casino Games



# MONOPOLY SLOTS

We have provided full-cycle development including:

- Game Design
- Concept Art
- 2D Art Creation
- 2D Animation
- UI Design
- Full Development
- QA

**Case Study**





# Monopoly Slots

We did full-cycle development for Monopoly Slots: created a concept, prototyped and tested the main mechanics, and designed a game system. Our artists drew art, animations, and VFX for all features. We did a soft launch — and after the final release, our LiveOps team maintained the game until the project was discontinued in 2015.









# ART EXPERIENCE

with Social Casino Games





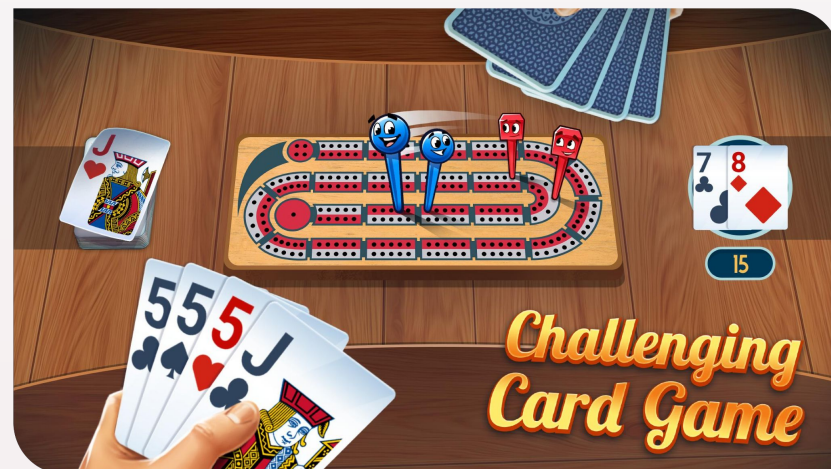
We have also worked with KamaGames, EA and many other great companies on art production for social casino projects.

Here you can review our Portfolios:

- [Social Casino Art Portfolio](#)
- [UI/UX Portfolio](#) *(which includes many slot/casino examples)*
- [General Art Portfolio](#)









# LIVEOPS EXPERIENCE

**Currently our team is working on LiveOps for the one of TOP 5 Casino Game App by a USA-based game dev leader** (that's all we can say for now until the game is released without breaching the NDA).

**Within this Live Operations our team is responsible for a full-cycle production of one of game pieces:**

- Game Design
- Art production
  - Creating concepts from scratch
  - design of characters and UI elements
  - animation
- Tech Art
- QA

**LiveOps Experience**





# DevOps experience for High5Games' Game Collection

High5Games dedicated DevOps responsibilities for their servers to us. These servers host the most popular slot games in the world, loved by gamblers — most are developed by High5Games.





# ART PRODUCTION FOR PLAYTIKA

## Solutions:

Reskin and partial redesign of video slot machines.  
Full set of art, backgrounds, symbols and UI, main  
and bonus games. Animations for Symbols and  
interface.

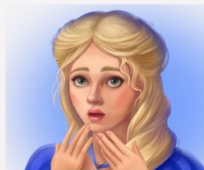
## Team composition:

- 2D Art Lead (1)
- 2D Animators (3)
- 2D Game Artists (6)















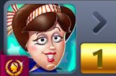



LOBBY51,44,260,973BUY COINS★ 875MAX BET RUSHTRIPLE XP

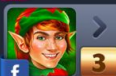
00:28:01

PRIZE POOL

130.5M

1





2

3

MORE >



01:45:32

MINI	MINOR	MAJOR	GRAND
100,000,000,000	100,000,000,000	100,000,000,000	100,000,000,000
10.25B	3 FREE SPINS	10.25B	10.25B
			
10.25B		10.25B	10.25B

x2

ACTIVE REELS  
Touch to Change

BASE BET

100/200

SPIN  
HOLD FOR  
AUTO SPIN

TOTAL BET: 600,000

WIN: 0

UPGRADE

MAX BET



## TESTIMONIAL FROM PLAYTIKA

As an Art Director for a mobile gaming company, I've worked with iLogos for over one year. The work of their artists and animators is exceptional. Mariia and her team are very well versed in game art and mechanics, she is excellent at project management, super smart, and her communication skills are fantastic. She keeps me well informed on the status of production, with regular review sessions throughout the process. I'm thrilled at the top-quality work they provide in a very timely manner. I highly recommend working with them for all your game art production needs

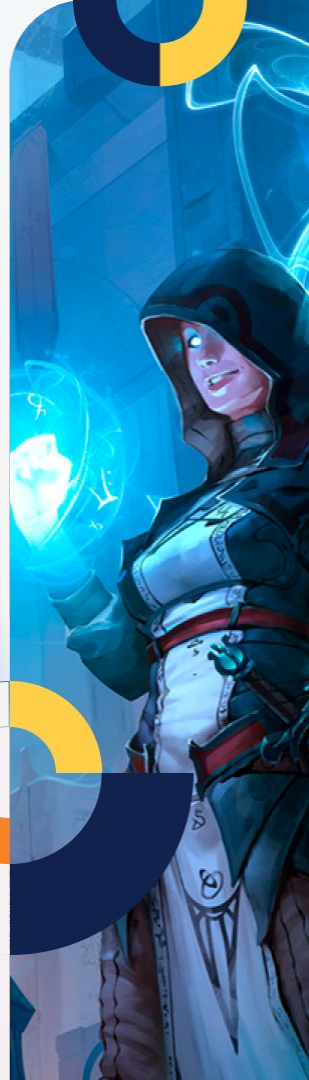


Tom Bryski  
Playtika



# OUR CLIENTS

We are proud to contribute to the world's top grossing games.







# CLIENTS TESTIMONIALS

COMPANY OVERVIEW



“

We have been collaborating with this company for several years now and we would like to acknowledge their professionalism, seamless teamwork, and dedication. All of our ideas and concepts are understood and implemented with amazing comprehension and complete immersion in the project. We would like to highlight the high quality of work that is produced, as we fully understand the amount of revisions, ideas, and effort that is invested in executing each task. It is worth emphasizing the efficiency of the processes, which has enabled all tasks to be completed on time and with maximum professionalism.

We look forward to continuing to work on new projects together!



**Eduard Oganessian**

EDKON Games

“

We have been working with iLogos for a long time including development and live ops of our Top Grossing games such as Shadow Fight 1-3 which have had 100+ million downloads. The company works based on a set of values, including flexibility, commitment, professionalism and customer orientation. No less valuable are the personal characteristics of the staff and management team. It was a great pleasure to work with them! and we will continue to do so.



**Dmitry Terekhin**

Nekki

“

Working with iLogos is a pleasure. These guys understand our needs and make it easy for us meanwhile maintaining the high-quality standards of our game. They are a great addition to our production team.



**Emma Bravo**

Wooga

“

I strongly recommend iLogos – the studio provides a great combination of technical skills and strong communication, which is something you do not always get from an external team. Moreover, they are very honest and realistic when scoping and scheduling a project, which greatly enhances our ability to plan. I have worked with iLogos in the past and am sure we will have another opportunity to cooperate.

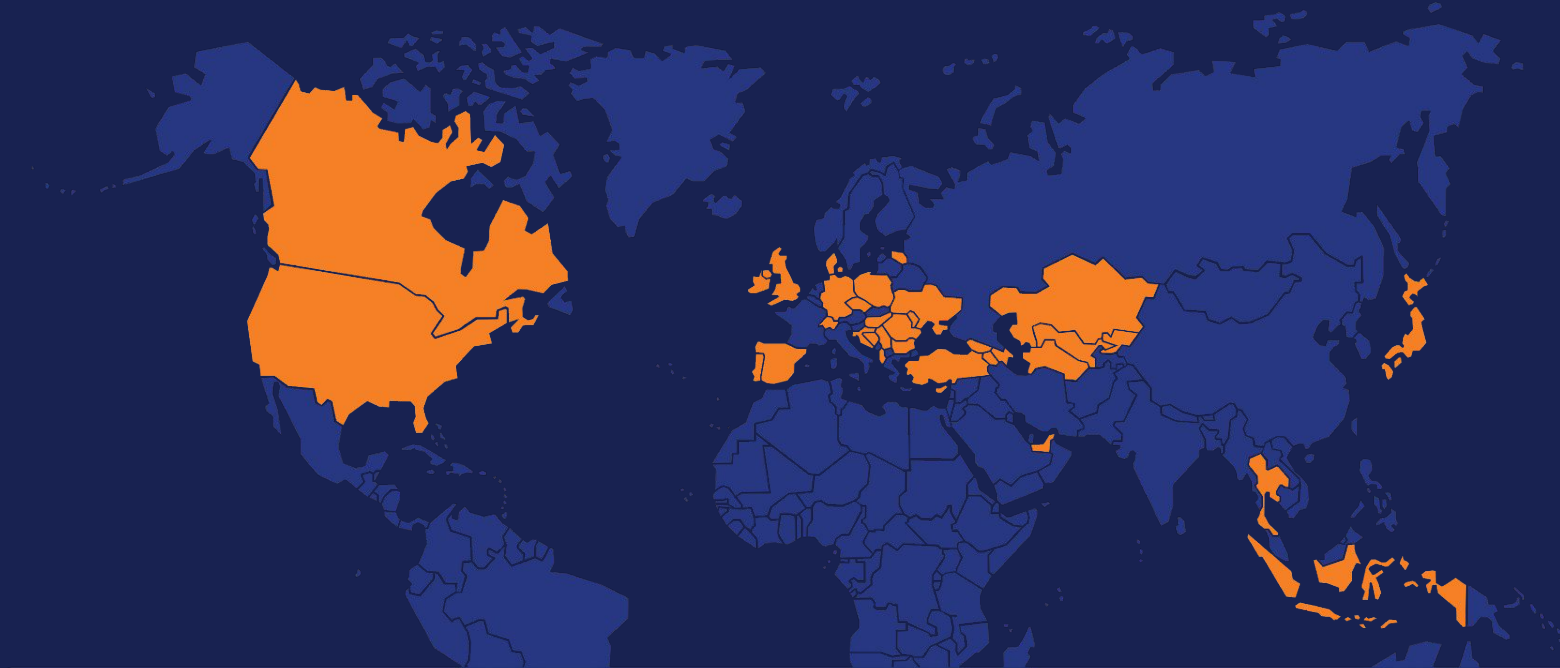


**Lloyd Melnick**

Disney Interactive



# WE WORK AROUND THE GLOBE



- |            |              |           |               |                  |                |
|------------|--------------|-----------|---------------|------------------|----------------|
| ● Ukraine  | ● Armenia    | ● Spain   | ● Montenegro  | ● Czech Republic | ● Latvia       |
| ● Poland   | ● Azerbaijan | ● Turkey  | ● Switzerland | ● Denmark        | ● Serbia       |
| ● Thailand | ● Canada     | ● Estonia | ● Uzbekistan  | ● Great Britain  | ● Turkmenistan |
| ● Germany  | ● Kazakhstan | ● Hungary | ● Albania     | ● Indonesia      | ● USA          |
| ● Cyprus   | ● Portugal   | ● Moldova | ● Croatia     | ● Ireland        | ● Georgia      |

## iLOGOS KEY NUMBERS

**1,500,000,000**



Total  
game installs

**460+**

projects  
completed

**100+**

returning  
clients

**300+**

dedicated  
experts

**16+**

years  
in business



**WE LOOK FORWARD  
TO WORKING WITH YOU!**



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