



MAKING GAMES WITH MASTERY, PASSION AND LOVE

SINCE 2006

COMPANY OVERVIEW



WE HAVE MADE 1,500,000,000 PLAYERS HAPPY

iLogos Game Studios is a smart solutions provider for game companies that has been solving challenges in full-cycle game production and co-production since 2006. Our mission is to help game businesses across the globe elevate and realize their potential to the utmost by covering them on all the stages of game production, from game design to art, development and live operations. The total number of players in the titles we worked with is over **1,500,000,000!**



iLogos Key Numbers

1,500,000,000



Total
game installs

460+

projects
completed

100+

returning
clients

300+

dedicated
experts

16+

years
in business

DIVISIONS

To cover the game development process in all the aspects,
we have 5 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

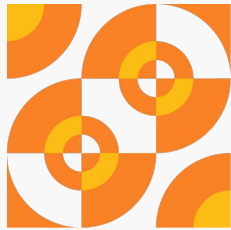
Certified developers
for most gaming
platforms



iLOGOS
WEB3 GAMES

Comprehensive
blockchain-based
solutions

VALUES



MASTERY

You easily switch from the approach you're used to the more efficient approach. You leave your comfort zone to pursue interests in the new and unknown. We won't tire you with repetitive, tedious work



POSITIVE MINDSET

We believe in ourselves and know: we can overcome any challenge. Even if the first attempt falls, the second will definitely be successful, We aren't afraid to fall, the main thing is not to give up after we – as everyone – do.



TRUST & CARE

We treat you with understanding and support you in any difficult situation. Talk to us about it, and we'll find a solution to help you cope with it.



MATURITY

You know how to commit to work and are honest about it. If the task doesn't suit you, you simply don't take it, if you don't meet the deadline, you notify us about it beforehand

SOLUTIONS

To cover the game development process in all the aspects, we have 5 divisions in iLogos Game Studios:

BRAND NEW GAMES

- Bringing new game ideas to life
- Creating the right game for your IP
- Reducing time to market for your game

BUSINESS & TEAM IMPROVEMENTS

- Scaling your team fast
- Freeing up your internal team thanks to outsourcing
- Building an effective remote production pipeline

NEW GAME OPPORTUNITIES

- Porting your game to new platforms
- Updating the technology stack of your game

ENHANCEMENT OF EXISTING GAMES

- Speeding up the updates for your game
- Optimizing your game with data-driven decisions
- Producing more content for your game

PLATFORMS



iOS



Web



PC



Android



Nintendo Switch



PS4/PS5



Xbox



TECHNOLOGIES

ENGINES



Unity



Unreal Engine



Unity WebGL



Proprietary
Engines

LANGUAGE



C++



C#

BACKEND



.Net



C++

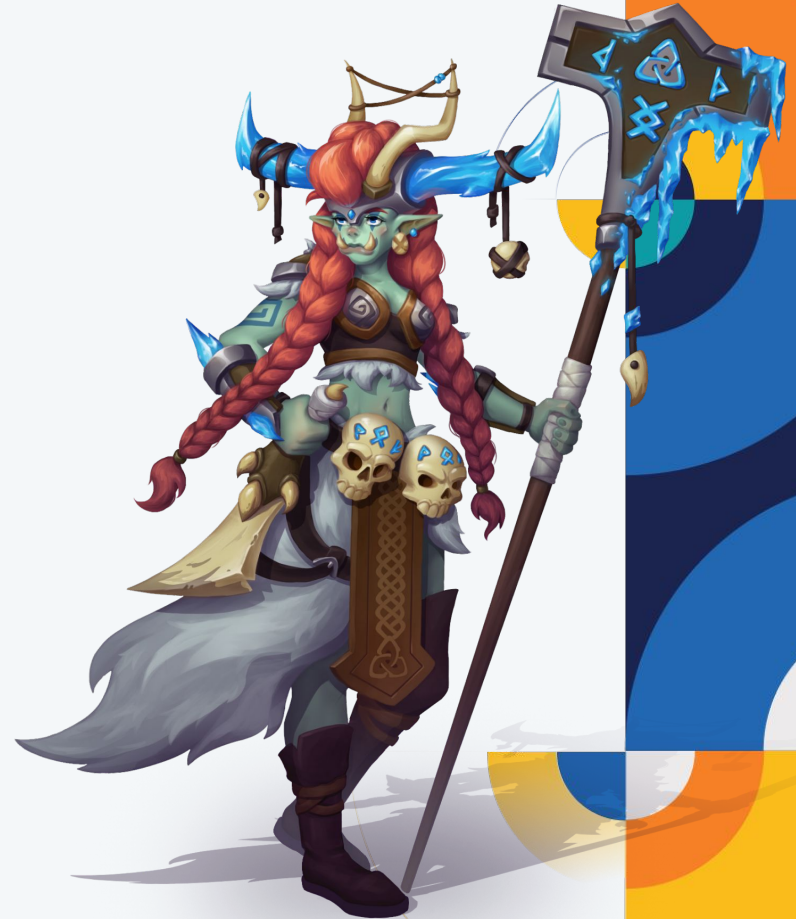
ART DISCIPLINE

2D Art

- Concept art
- Illustrations
- Game art

2D Animation

- Character or non-character animation
- Frame-By-Frame Animation
- Cut-Out (Procedure-Based) Animation



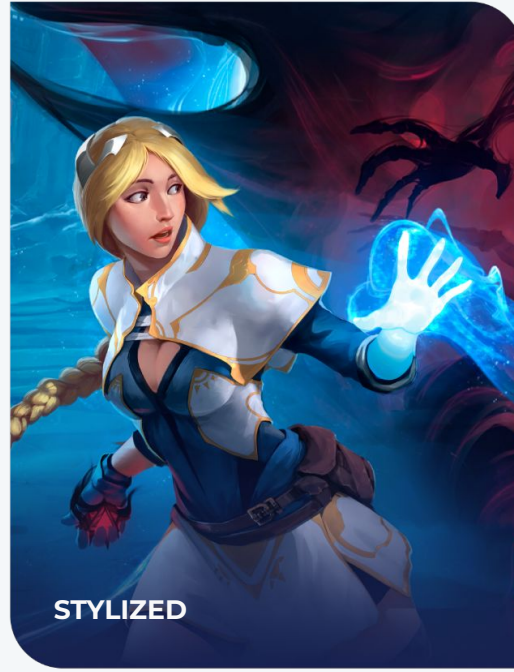
ART DISCIPLINE

3D Art

- Sculpting
- Illustrations
- Texturing
- Skinning
- Rigging
- 3D Modelling
- Matte Painting
- VFX - Visual Effects
- Compositing
- Promotional Art
- 3D Animation



ART STYLES



ADVANTAGES



PRODUCT MINDSET

iLogos Game Studios perceives each partner's product as its own. iLogos invests in internal R&D, game-kits, its own AI solutions, and constantly grows the team's expertise to deliver the right products to their clients.



DATA DRIVEN APPROACH

We make data driven decisions and encourage the clients to make them too. Based on gathered data and thorough analysis, we help clients build a work roadmap that defines which work items will bring the highest business value.



FOCUS ON RESULTS

It is not about what we do - it is about getting things DONE! Our goal is to really achieve the client's results rather than just complete yet another set of tasks.



FULL TRANSPARENCY

Work transparency at all levels is the pillar of great results. We provide a clear and open way of reporting and tracking every step of the collaboration. Everyone on the client's team can review the results of each stage and quickly understand the overall picture.



PREMIUM SERVICE

Our service principles are built based on partner feedback gathered over 15 years, with the aim of making interactions with an external team as easy as communicating with the client's own internal team.

CLIENTS

Working with the world's top gaming companies allows you to benefit from 16 years of accumulated best practices and expertise.






AMAZING GAMES WE'VE WORKED ON

COMPANY OVERVIEW







Angry Birds 2

- 🕒 10 million downloads 10 days after release
- 🚀 \$600 million in lifetime revenue
- 🏆 #1 downloaded game in 2015

Available on

Co-production





Gardenscapes

- 🕒 More than \$3 billion revenue
- 🚀 Over a million downloads in the first day
- 👤 +10 million users after porting to Facebook
- 🏆 Top 100 Grossing list in the UK, Germany, France, and Russia

Available on

Co-production



Hungry Shark Evolution

🕒 500 million installations

🚀 Downloaded 10 million times in 6 days after release

🏆 Top 10 free apps on Play Market and App Store


🏆 Independent Game Developers Association Award
2018's nomination for the Best Casual Game

Available on

Co-production

🎮 📺 🍏 🤖 🕹️ 📱

UBISOFT



Shadow Fight 3

🕒 55M Installs

🚀 #1 Grossing App 48 Countries

🏆 Top-10 Grossing Apps 128 Count

Available on

Co-production

🍏 🤖 🕹️

Nekki



The Simpsons: Tapped Out

**The Simpsons:
Tapped Out**

📲 80 mln downloads in 2020

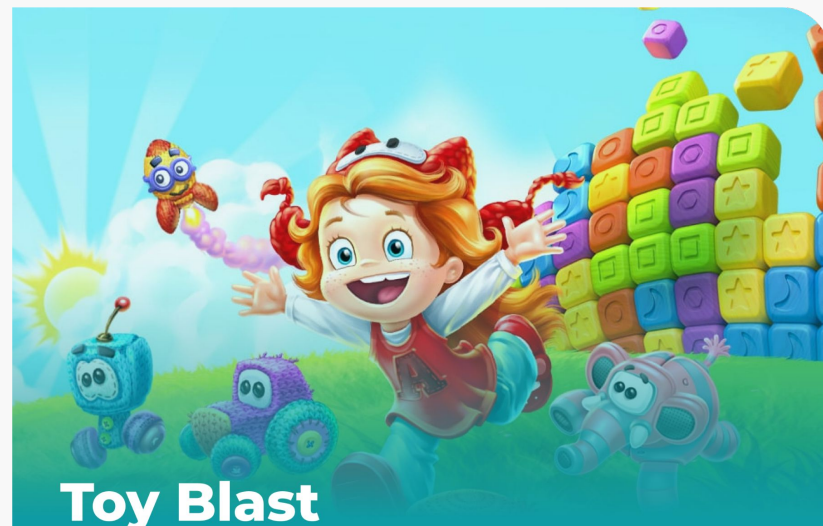
📈 4.7/4.3* on Apple Store/Google Play

🏆 People's Voice Award for "Strategy/Simulation"
at the 2018 Webby Awards

Available on

Co-production

🍏 🤖 EA



Toy Blast

📲 200 million installs

📈 Launched in 2015

🏆 4.8/5 on App Store

Available on

Co-production

🍏 🤖 peak
GAMES



The cover art for 'Ghost Detective: Murder Case' features a man with a beard and dark hair, wearing a dark vest over a light blue shirt. He is standing in a dark, atmospheric setting with a large, ornate building in the background. Several glowing blue circles are visible in the air, suggesting ghostly activity. The overall color palette is dark with blue and purple highlights.

Ghost Detective: Murder Case

 100K downloads on Play Market


 4.3*/5* on App Market

Available on

Co-production



 **Wooga**







The cover art for 'Chess: Kingdom World' features two characters, a man and a woman, both wearing crowns and royal attire. The man is holding a small white chess piece. The background is a solid blue color with faint silhouettes of chess pieces. The overall style is cartoonish and vibrant.

Chess: Kingdom World

Available on

Co-production



 **Chess.com**

WE ARE ALSO PROUD TO BE A PART OF:



Wooga
Ghost Detective



Zimad
Maggie's Murder
Mystery



WildCard Games
Ultimate Cribbage



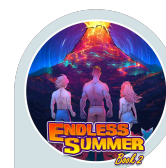
Chess.com
Chess Kingdom
World



Zimad
Zombi Clicker



King
Candy Crush
Jelly Saga



Pixelberry Studios
Endless Summer



EA
Monopoly Slots



Reliance Games
Puss in Boots:
Jewel Rush



Rovio
Bad Piggies



Flaregames
Warhammer Combat
Cards - 40K



Wooga
Pearl's Peril



Rovio
Angry Birds 2



Reliance Games
Big Friendly Giant



Nekki
11x11 Football
Manager



EA
The Simpsons:
Tapped Out

WE ARE ALSO PROUD TO BE A PART OF:



Wildworks
Animal Jam



G5 Games
Pirates & Pearls



Kolibri Games
Idle Miner
Tycoon



Ubisoft
Hungry Shark
Evolution



Pixelberry Studios
Choices



Wooga
June's Journey



Nekki
Shadow fight 2



Nekki
Shadow fight 3



Social Quantum
Megapolis



Nekki
Vector



Nekki
Vector 2



Glu Mobile
Covet Fashion



PlayDots
Two Dots



Gram Games
Merge Kingdom



G5 Games
Supermarket
Mania



InnoGames
Tribal Wars 2

BOARD OF DIRECTORS



Alexander Goldybin

Founder,
Chairman of the board



Max Slobodyanyuk

Founder,
Board Director



Nikolay Minaev

CEO,
Board Member



Svitlanka Sergiichuk

CBDO,
Board Member



“

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



CLIENTS TESTIMONIALS

COMPANY OVERVIEW



“

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

“

The collaboration we had with iLogos' artist went very well and the content was delivered in high quality and on time. We've had no further issues with any of the units that we bought. Our artists were also happy with the communication over Skype which went very well.



Pernilla Sparrhul

Paradox Interactive

“

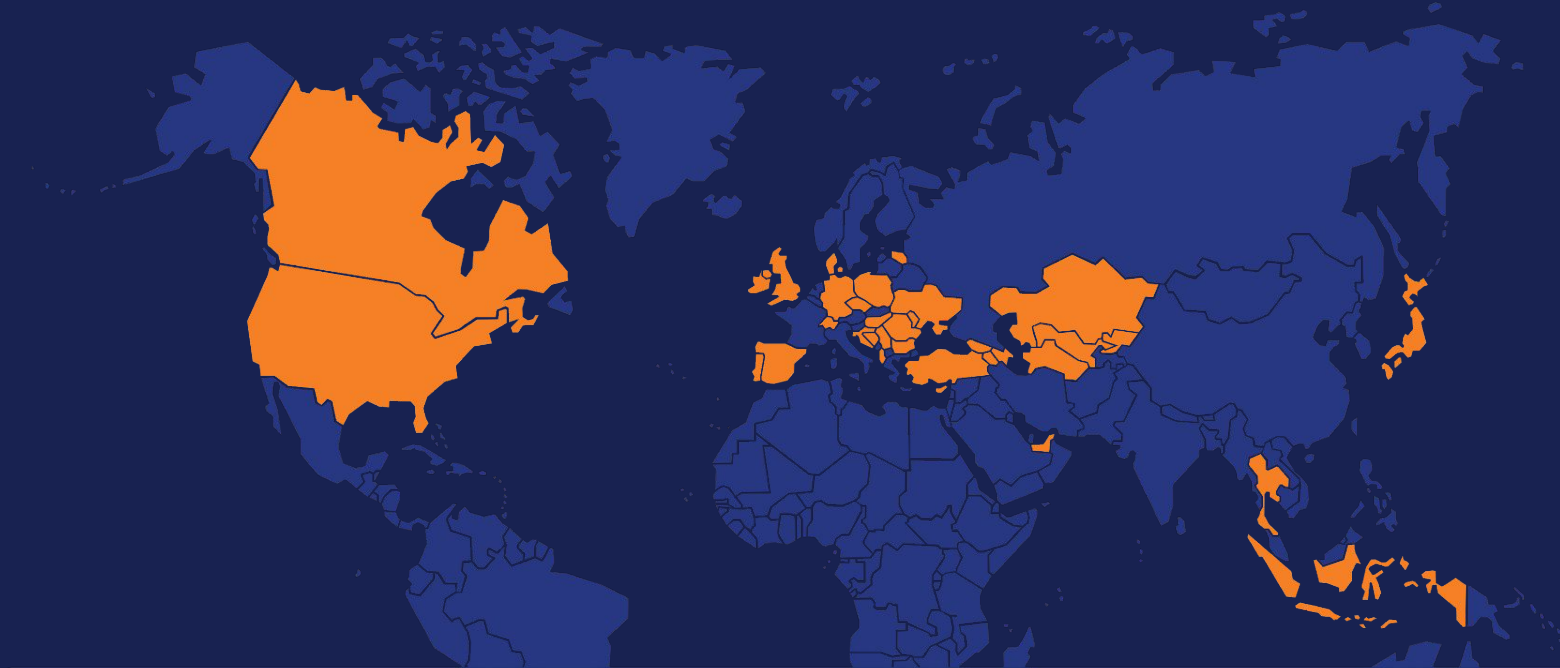
As an Art Director for a mobile gaming company, I've worked with iLogos for over one year. The work of their artists and animators is exceptional. Mariia and her team are very well versed in game art and mechanics, she is excellent at project management, super smart, and her communication skills are 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

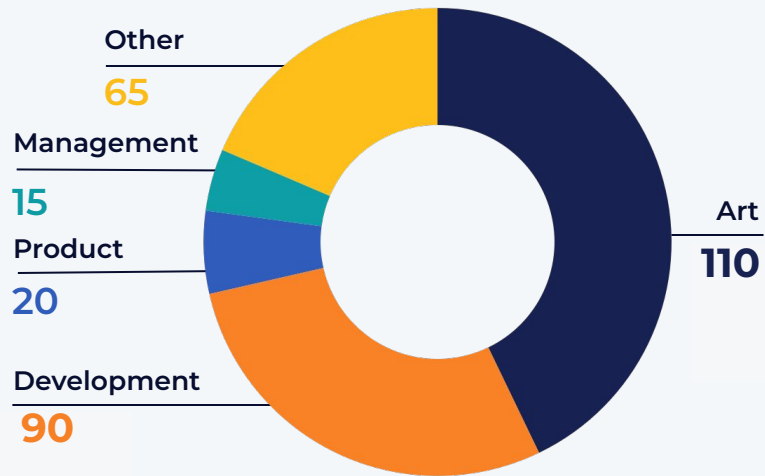
WE WORK AROUND THE GLOBE



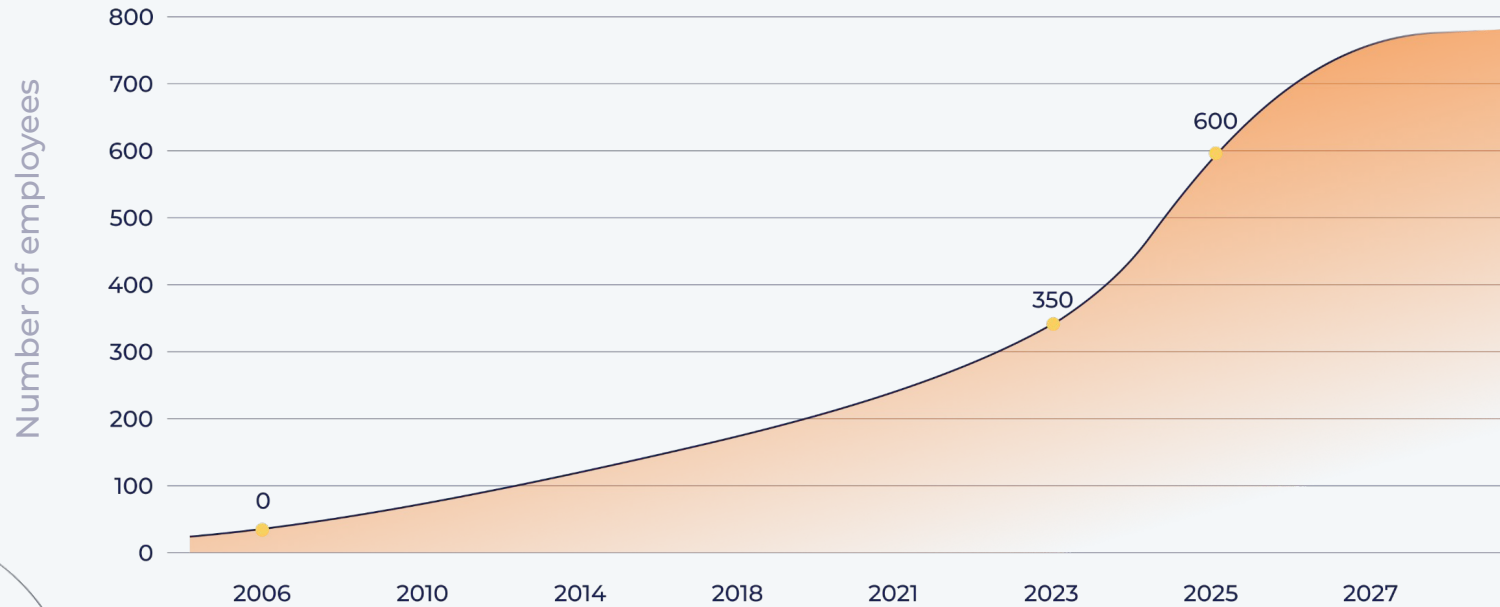
- | | | | | | |
|------------|--------------|-----------|---------------|------------------|----------------|
| ● Ukraine | ● Armenia | ● Spain | ● Montenegro | ● Czech Republic | ● Latvia |
| ● Poland | ● Azerbaijan | ● Turkey | ● Switzerland | ● Denmark | ● Serbia |
| ● Thailand | ● Canada | ● Estonia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

TEAM SIZE

We have 300+ specialists



COMPANY GROWTH STATISTICS





**We look forward
to working with you!**



www.ilogos.biz



bizdev@ilogos.biz