

Gaming geeks for passionate players





Full project or Bottle-necks

How we develop

Games

Rely on us

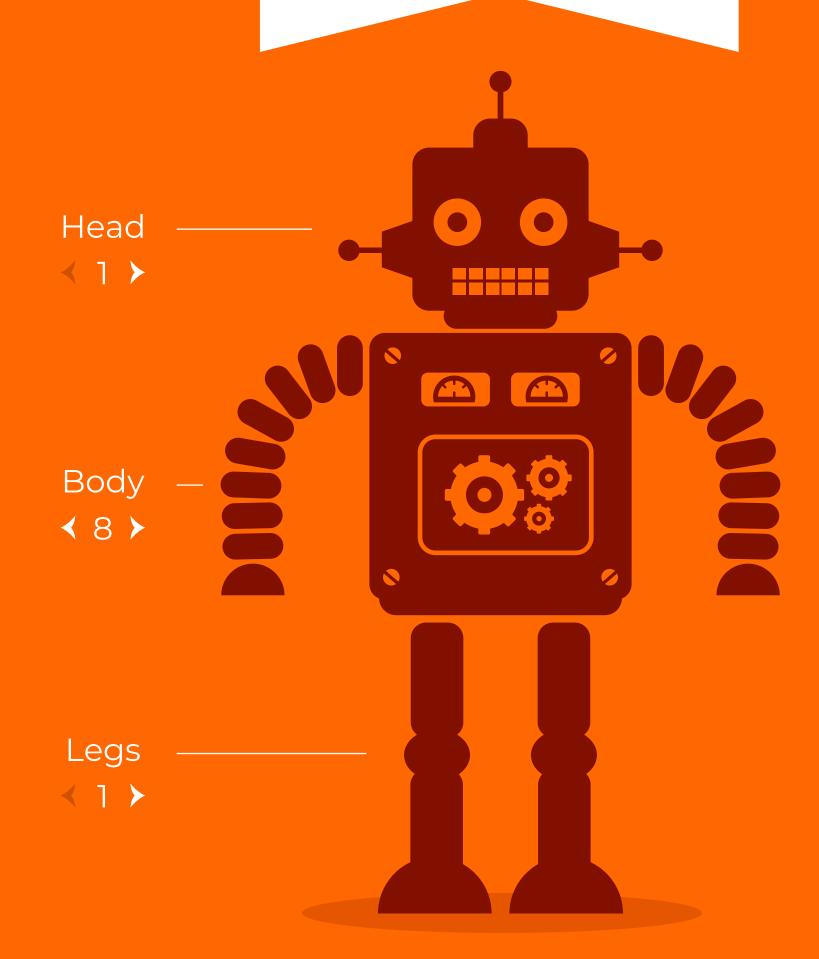
in any case

We deliver **in time** exactly what players **love**





What we Create

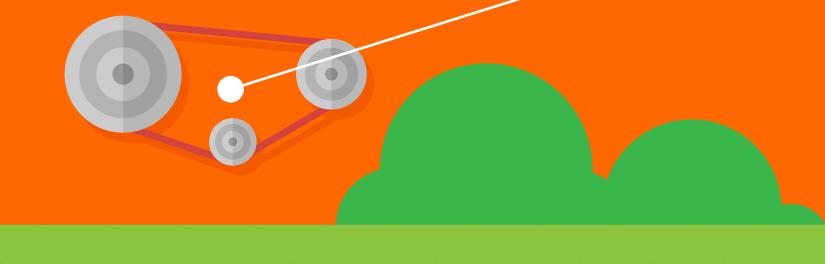


Your Project Name			
Choose Your Attributes			
Game development		Concept-art	
Game-design	V	Characters 2D / 3D	V
Narrative design		Objects 2D / 3D	
Level-design		Environment	
Tutorial design		Animation	
UI/UX			
Game controls		Sound design	
Economics balancing			
Create			





Unity 3D, Unreal Engine 4, HTML5, PixiJS, BabylonJS, ThreeJS



Hardware

Mobile, PC, WEB, Xbox, Switch, PlayStation



Main technologies

App types

Games / Casino / Social casino / Non-gaming



Experiences

VR/AR/MR





QA

Quality Assurance with bug-reports, right to your Jira or other trackers. Almost any hardware.

Playtesting

Target players in any country, any device. Analytical report with recommendations and raw data.

Playing Games

Join us on Steam, Google Play Games,
Apple Gaming center, Xbox live, PlayStation
Network, Discord: info@uni-bit.com















Uni-Bit Studio Inc. / Creobit

Nintendo Switch, Xbox One, Android, Windows

Play yourself

















Android, iOS









101XP.com / Tortuga Games

Android, iOS

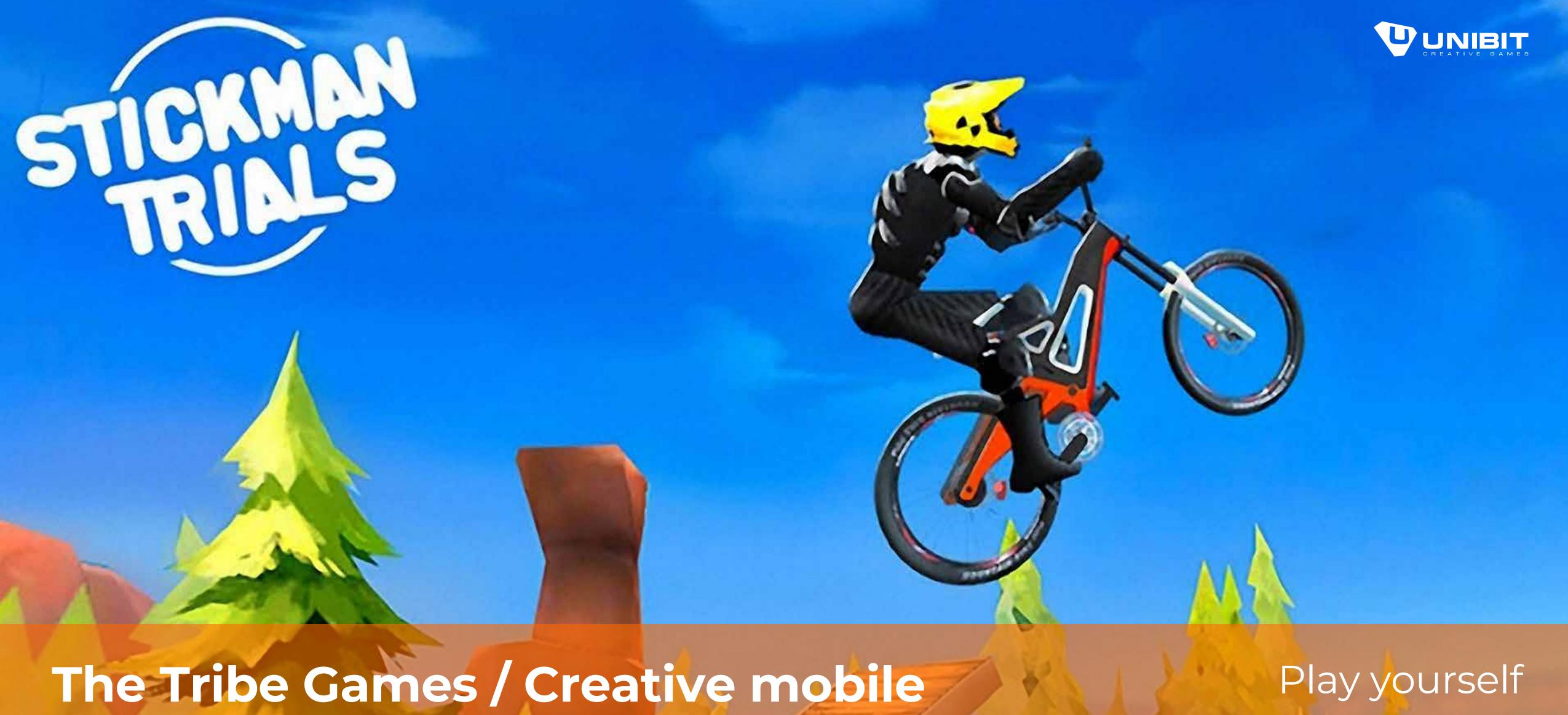
Play yourself











Android, iOS









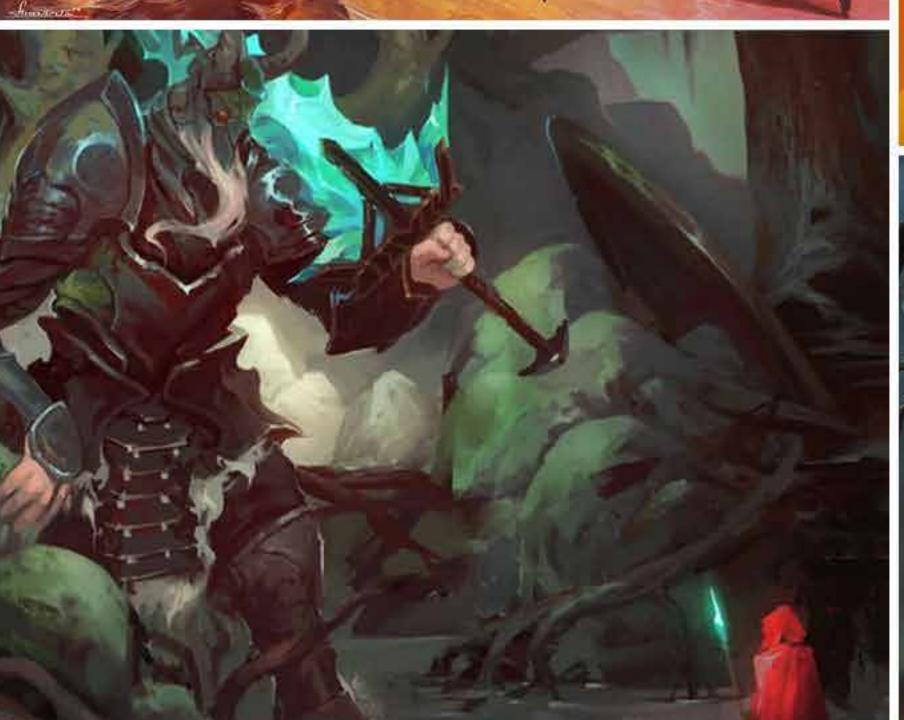
2030 ART Portfolio Examples

2D Characters











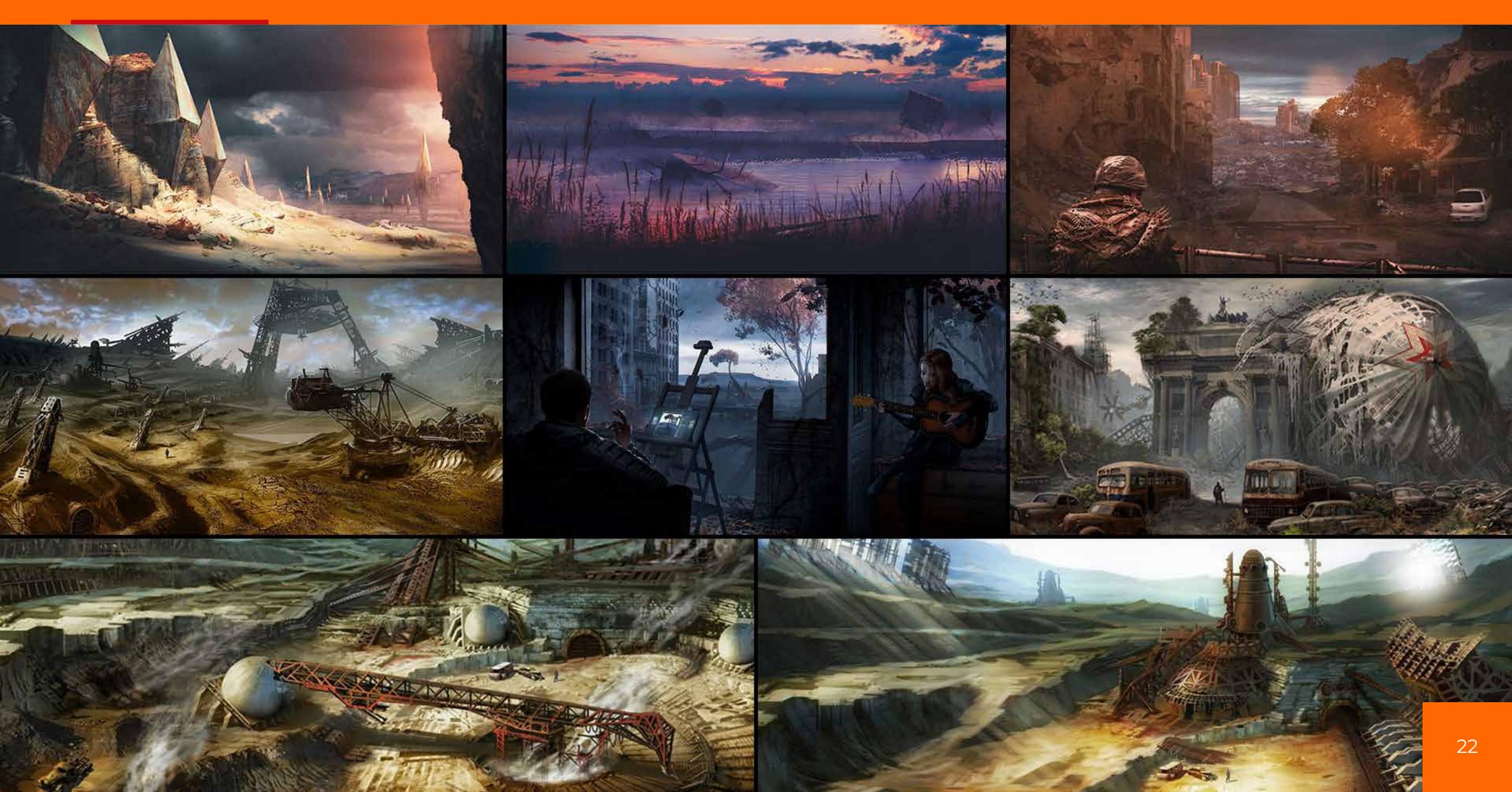






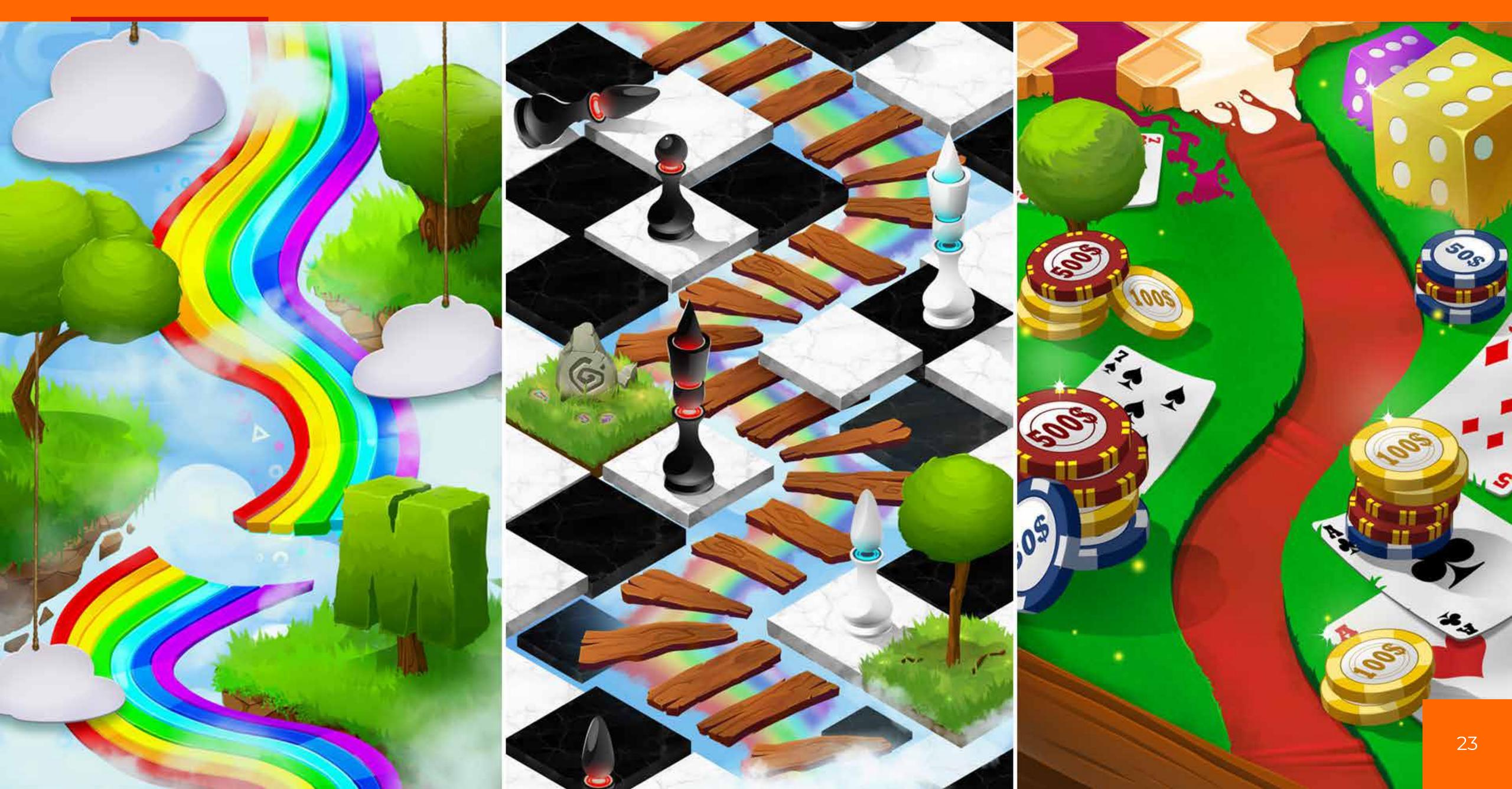
Backgrounds





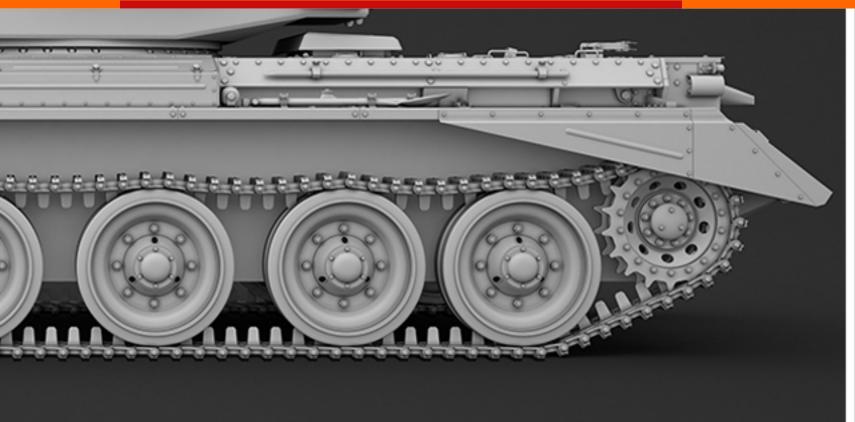
Backgrounds



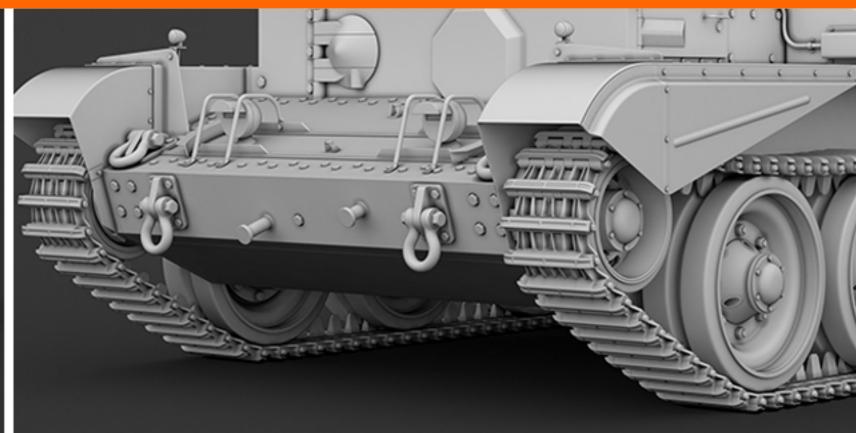


3D Military equipment





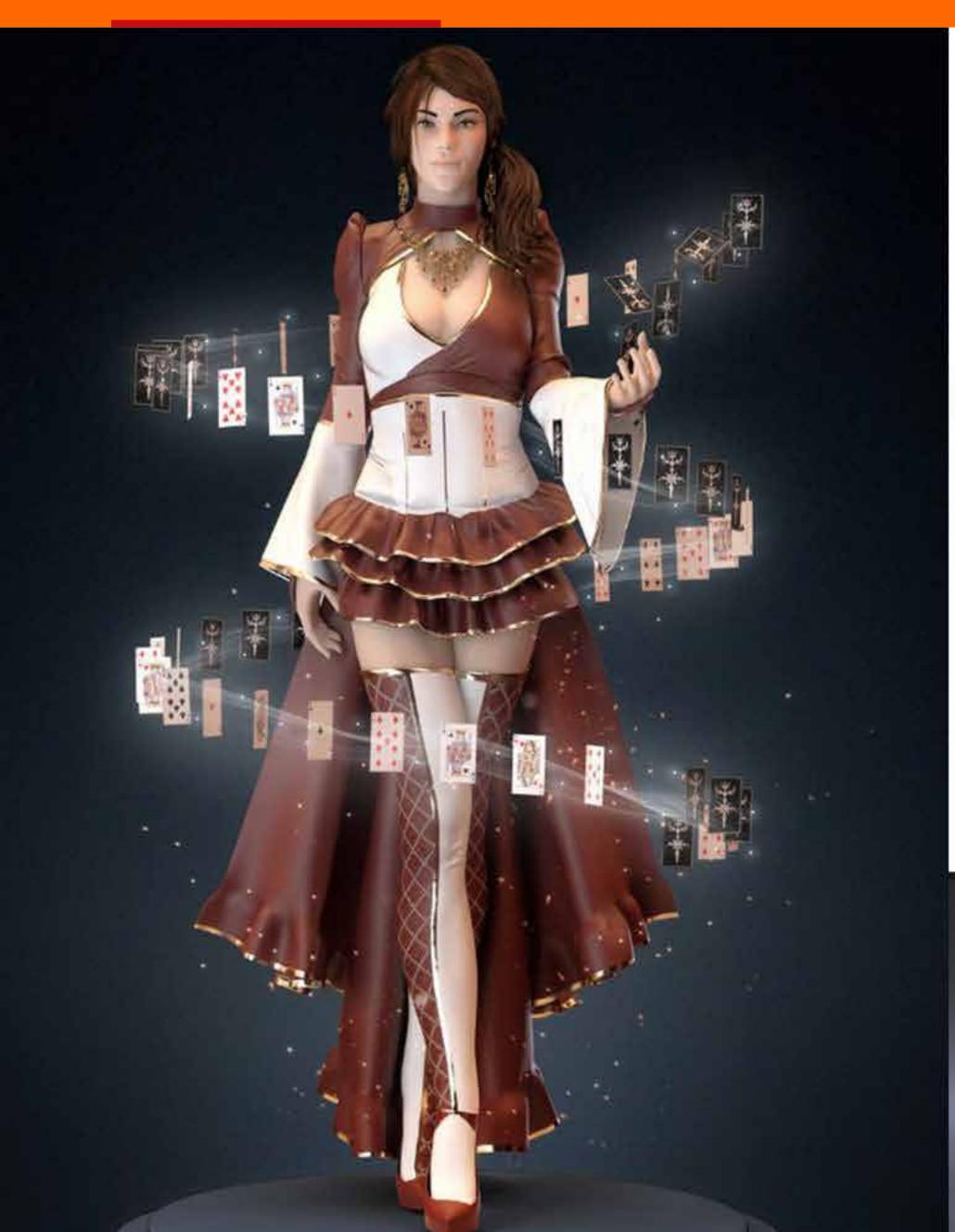


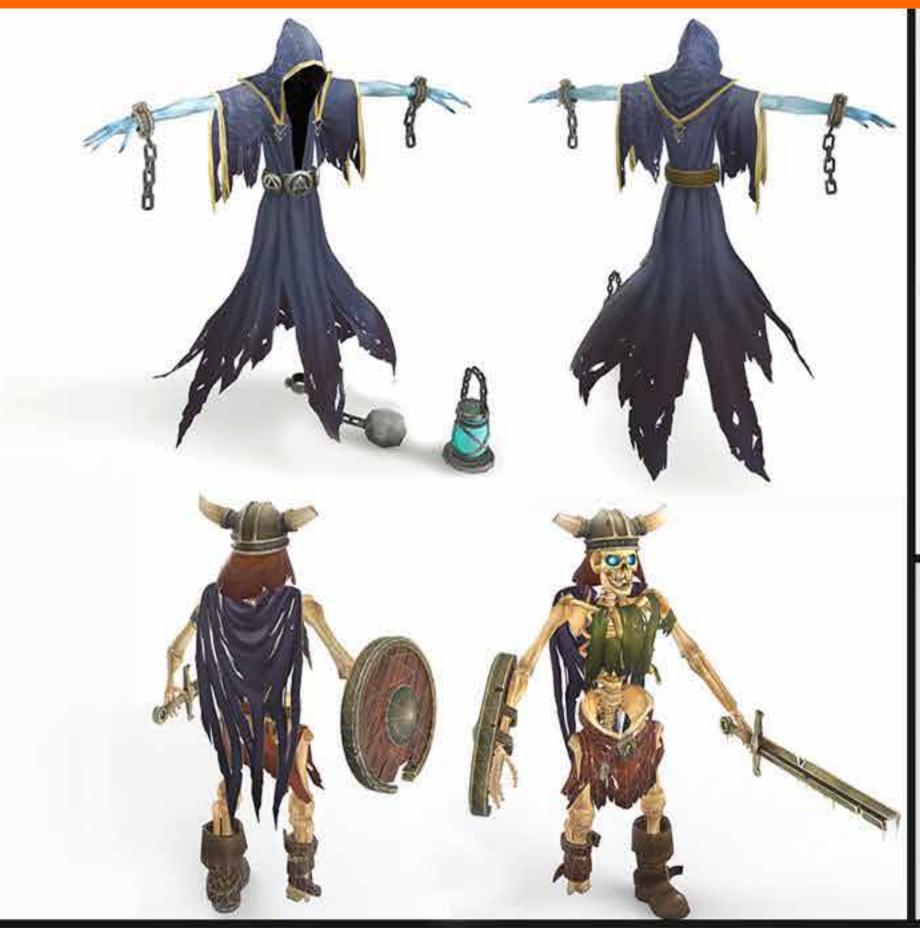




















3D Environment

















STURMTIGER MIXED REALITY EXPERIENCE



Wargaming MS Hololens







Mercedes-Benz Virtual Stage AWD (ALL-WHEEL DRIVE)



SAASTERS OF THE

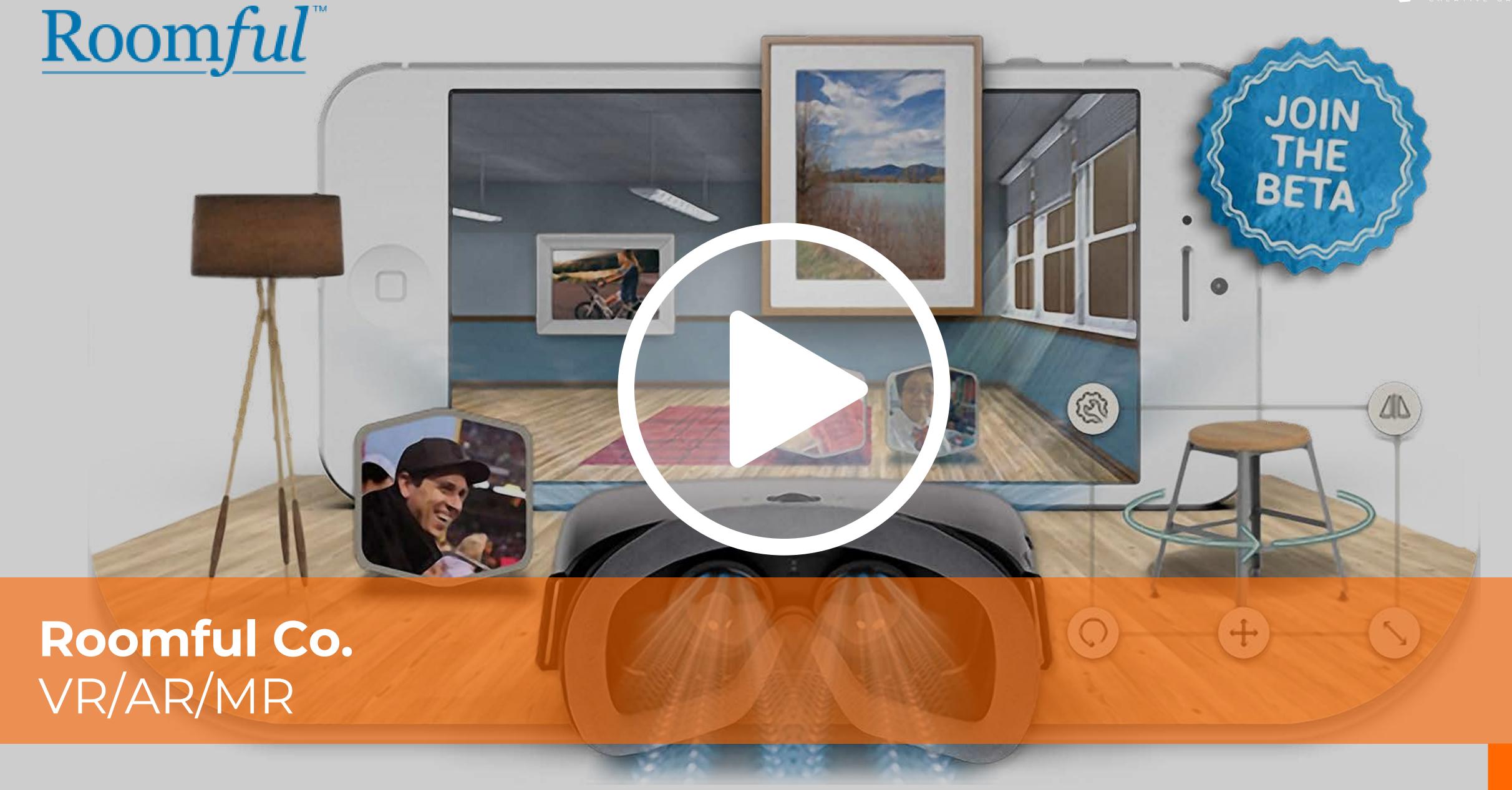
Dive2VR Gear VR





Auchan Retail International Mobile AR









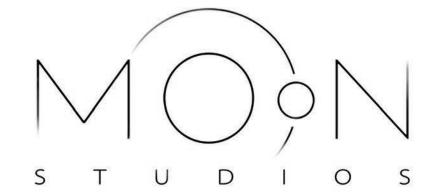
























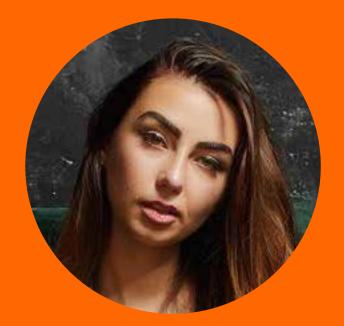


Alexander Blagodarenko,
CEO & Founder
10+ years in game development



Alexander Dzyuba, CBDO

Telling people "gimmedatgame!" all his life, from day 1



Vitalia Netrebin,
Head of Studio
6 years in making the world bright
through management



Dmitry Morozov,
Chief Game Designer
Can play the same prototype

over 500 times in a raw



Maxim Mariniuk,
CTO
8 years in making

rocket science simple



Dmitry Yatsenko,
Head of QA
8 years in cracking software
and cartridges from NES



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