



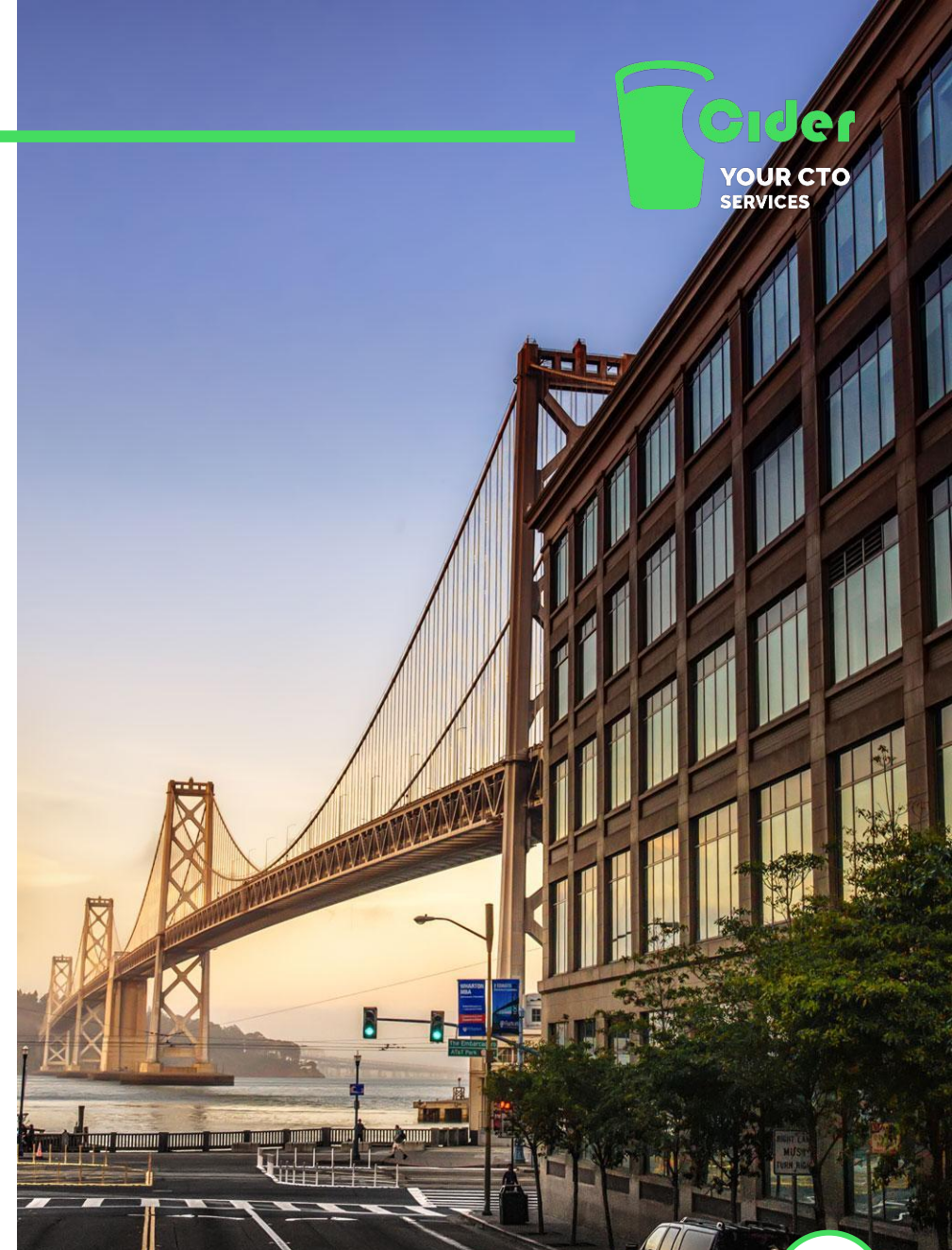
Game Development
UE

Company Overview



Company based in the heart of Silicon Valley

- » Sources best talent around the world in order to deliver highest quality product.
- » Ensures projects are delivered in the least possible time with primary concentration on product quality via transparent agile methodology.
- » Envisions project delivery to be a process built on honesty with focus on clear communication between stakeholders and offshore development teams.
- » 100% US based contracts and financial transactions.



Our Team



Core team is based in SF Bay Area



Ilya Lipovich

CEO

15 years of enterprise management with Finance and Operations background.

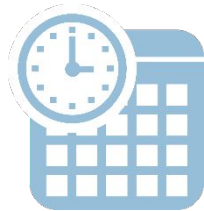


Extended teams are spread across 50 development studios around the world

Why Develop with Cider?



Transparent project management.



Weekly Stand-ups and daily updates on current and completed tasks.



Each resource focuses on one project at a time.

Our Best Features



10 years specializing in mobile app and web development.



We source extremely talented, creative and technical resources at significantly lower cost compared to our competitors.

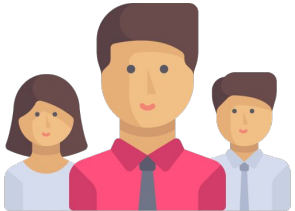


We have expertise across different industries, including healthcare, fitness, social, finance, eCommerce and games.

How will you take our CIDER?



Resources managed by CIDER PMs



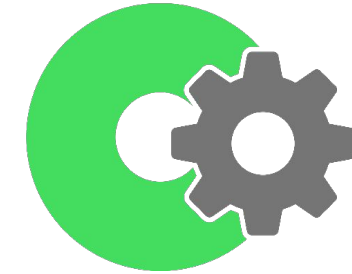
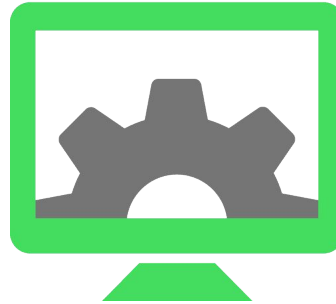
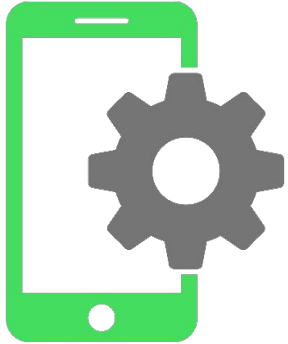
Resources managed by Client



Independent CIDER contractors



Areas of Technical Expertise



Mobile Development

- » iOS, Android and Microsoft
- » C++ cross platform
- » Unity 2/3D
- » JavaScript and HTML5
- » Backend: Java and Parse

+ other most widely used methods

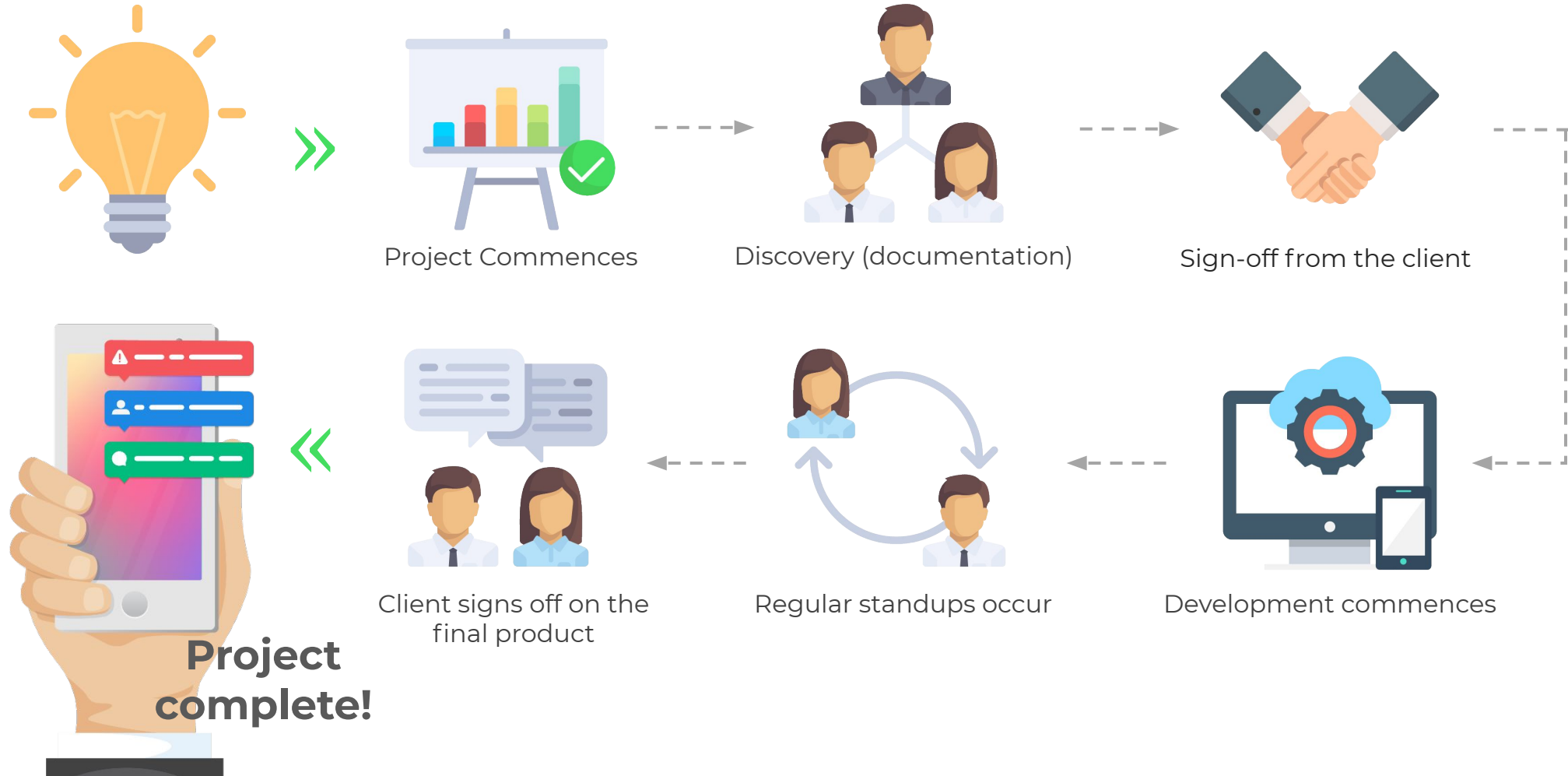
Web Development

- » WordPress
- » Magento E-Commerce
- » Drupal
- » Joomla
- » Ruby on Rails

Other areas of Software development

- » Unity
- » Unreal Engine
- » Salesforce (SFDC)
- » Amazon Web Services (AWS)

This is how it's done!



Our Clients



CASE STUDY



VR TECHNICAL DEMO

Main Challenges Faced:

- » A mind-blowing immersive experience;
- » Deep research on Forward Clustered Rendering for VR;
- » Volumetric effects and dynamic lighting for VR;
- » Development of special materials for characters for VR;
- » Developed in less than 3 months with a relatively small dev team.



CASE STUDY

RENOIR

Technology – Unreal Engine

Main Challenges Faced:

- » Full-cycle development of PC game for Steam;
- » Developed in close cooperation with Client's Producer;
- » A fully 3D platformer with unique gameplay mechanics;
- » Remarkable Noir visual style;
- » All content developed in-house;
- » Combining 2D and 3D elements in a side scrolling test;
- » Complex mechanics of playback time recording for several characters to solve puzzles;
- » An animation mixer for main character, to get realistic movement in 2D space;
- » Developed and shipped in just 8 month.



CASE STUDY



GREAT WAR MECHS Technology – Unreal Engine

Main Challenges Faced:

- » Full-cycle development from a scratch;
- » All content was developed in-house;
- » Dynamic gameplay and next-gen graphics for mobile;
- » Server solution that support huge number of concurrent players;
- » Transferring from UE3 to UE4 during the game development process;
- » Synchronous multiplayer for mobile devices;
- » Creating an UE4 bundle with a custom backend solution, supporting such features as: adaptive matchmaker, distributed system of game servers and content downloads, cloud saves;
- » Plug-ins writing to connect third-party SDKs: advertising platforms, analytics system, etc.



FOR MORE INFORMATION

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