



**Your tech partner in
Esports business**

27 nerds provides top-of-the-line software and design solutions for Esports.

27 Nerds was founded in 2019 by a team of nerdy tech professionals from Ukraine who specialize in the Esports industry.

As an Esports solutions agency, 27 Nerds offers consulting, design, and implementation of custom solutions which help businesses optimize their Esports strategies.

01

Broadcasting &
Streaming Solutions

02

Data Parsing

03

Software Solutions
Development

04

Visual Design

Broadcasting & Streaming Solutions

Caption System Solutions

In Esports, good analysts and informative on-screen information are the key differentiating features of a broadcast. From players to tournament organizers - everyone can stream. Today's viewer expects the stream they pick to be informative, insightful, and fun to watch. The broadcaster needs to have quick access to live game data and be able to promptly add and just as swiftly change a host of on-screen information. This requires a data engine, a management console, and an insane amount of flexibility to tweak things on-the-fly. 27 Nerds will help you stay on top of all these tasks.

Game Analytic Solutions

When there is an endless supply of streams to choose from, it's tough to stand out. Your stream has to be better organized, analysis - in-depth, and predictions - grounded in data and on point. We provide this insight with our top-of-the-line Dota 2 pick/ban game phase analytics for tournament commentators.

Streaming Solutions

When it comes to streaming, looks do matter. We offer vibrant visual assets, Twitch banner management systems, and even custom programmatic layers for OBS Studio. Twitch banners are a powerful tool to enhance your stream's performance, express your style and branding, and engage your audience. We provide a full suite of tools to make the most of it.



Data Parsing

Dota 2 Live Data Parsing and CS:GO After Game Data Parsing are powerful data parsing tools which are indispensable for a range of live broadcasting tasks and on-the-go tournament analysis. Historical and real-time data from live matches is used by video commentators to analyze the course of a tournament and generate informative and insightful coverage which attracts more viewers to the stream. Data Parsing enables our clients to generate captions, display team and player statistics, and create new types of viewer interactions to boost audience engagement.



Software Solutions Development

Custom Esports Solutions Development

We develop smart services which meet complex tech challenges of the Esports industry. We approach each task individually and strive to address the exact issues our client has. To enhance your Twitch experience with a customised extension app or advantageous banner management system, to provide your commentators with advanced pick analytics, to design a system for both player engagement and revenue generation. For every broadcasting & streaming challenge - 27 Nerds can develop a solution.

Marketing Campaigns Technical Support

Identify and implement the best ways to reach your marketing goals with a multitude of tools at hand. From product websites and tournament landing pages to Web and mobile apps - we work on a wide range of strategies to enhance your campaign and can also offer everyday support of your marketing activities.

Esports Consulting

Need a fresh set of eyes on your case? Ask for insight from experienced developers who are immersed in the Esports industry and keep their fingers on the pulse, constantly tracking its dynamics. The expertise of the whole nerdy team will work for your project.

UI/UX Design

For Esports audiences, online representation is literally the face of your company. We develop elegant, user-friendly, and highly customized websites with intuitive and functional design. Convey your brand's idea and personality, engage the audience, and boost your conversion rates.

Graphic Design

Streaming and gaming are visual media, so yes, looks matters - when it's your site, application, Twitch banner system, and other branding. We are immersed into the gaming culture and know what works, what's trendy, how to pick the appropriate tone and style. We can create the visual assets to communicate your branding across multiple platforms and environments.

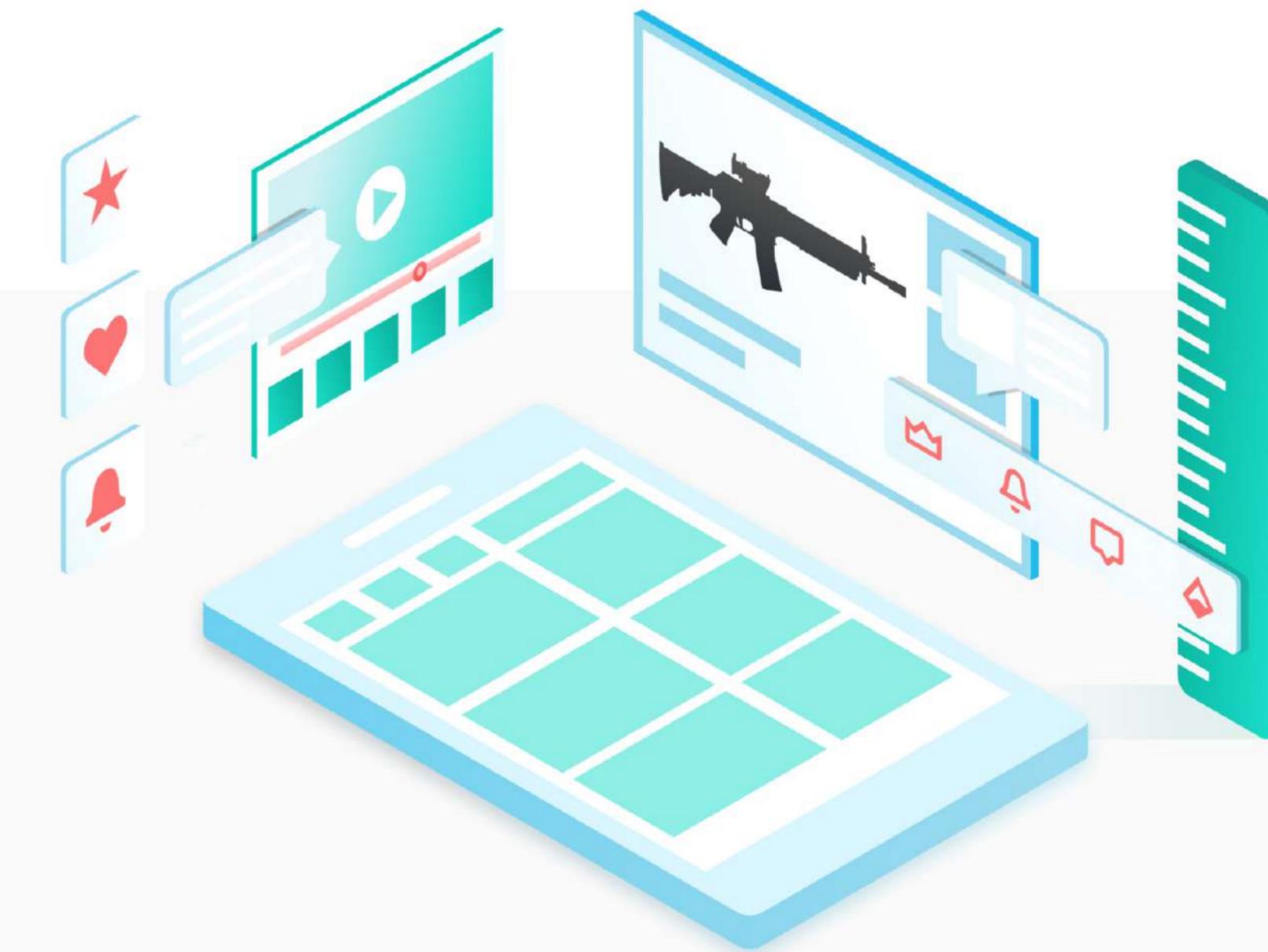
Logo & Branding

Esports, like all sports, requires team and brand recognition. We will research your brand history, take into account your specific vision of your brand, what tone and style you are going for, and then use our expertise in the Esports industry - all to create the perfect, recognizable logo and branding strategy.

Merchandise Design

Esports is, first of all, sports, and that means team colors, insignia, uniforms. We will help you pick vibrant colors and recognizable logo, and design custom Esports jersey your team will be proud to wear and your fans will want an autograph on.

Visual Design



01. **Captions System For Dota 2 Games**
02. **Data Parsing**
03. **Twitch Banners Management**
04. **Dota Picker**
05. **CS BET**
06. **Twitch Statistics And Extensions**

Esports game broadcasting companies need high-quality graphic captions during Dota 2 games. Graphic captions are part of marketing campaigns and viewer interactions on the Twitch streaming platform.

Captions System For Dota 2 Games

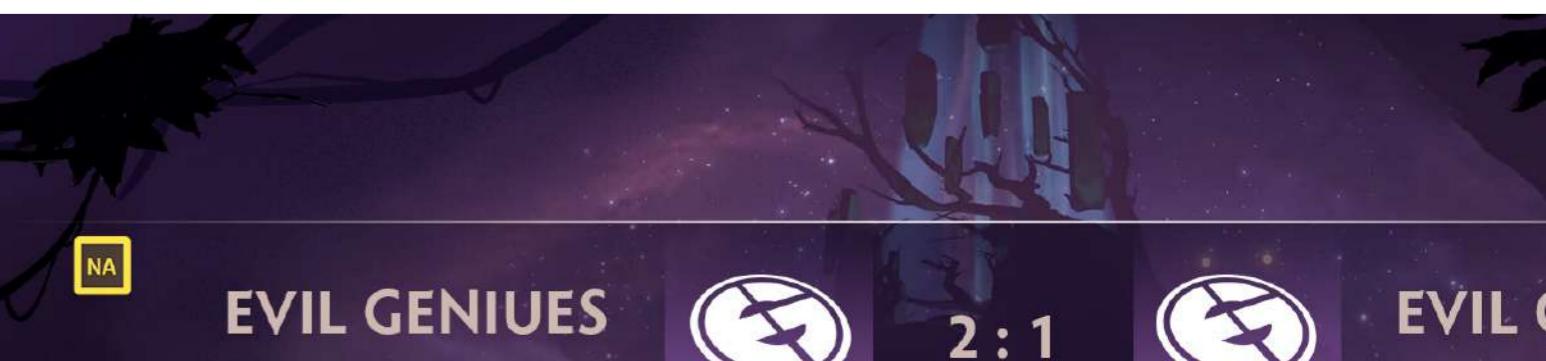
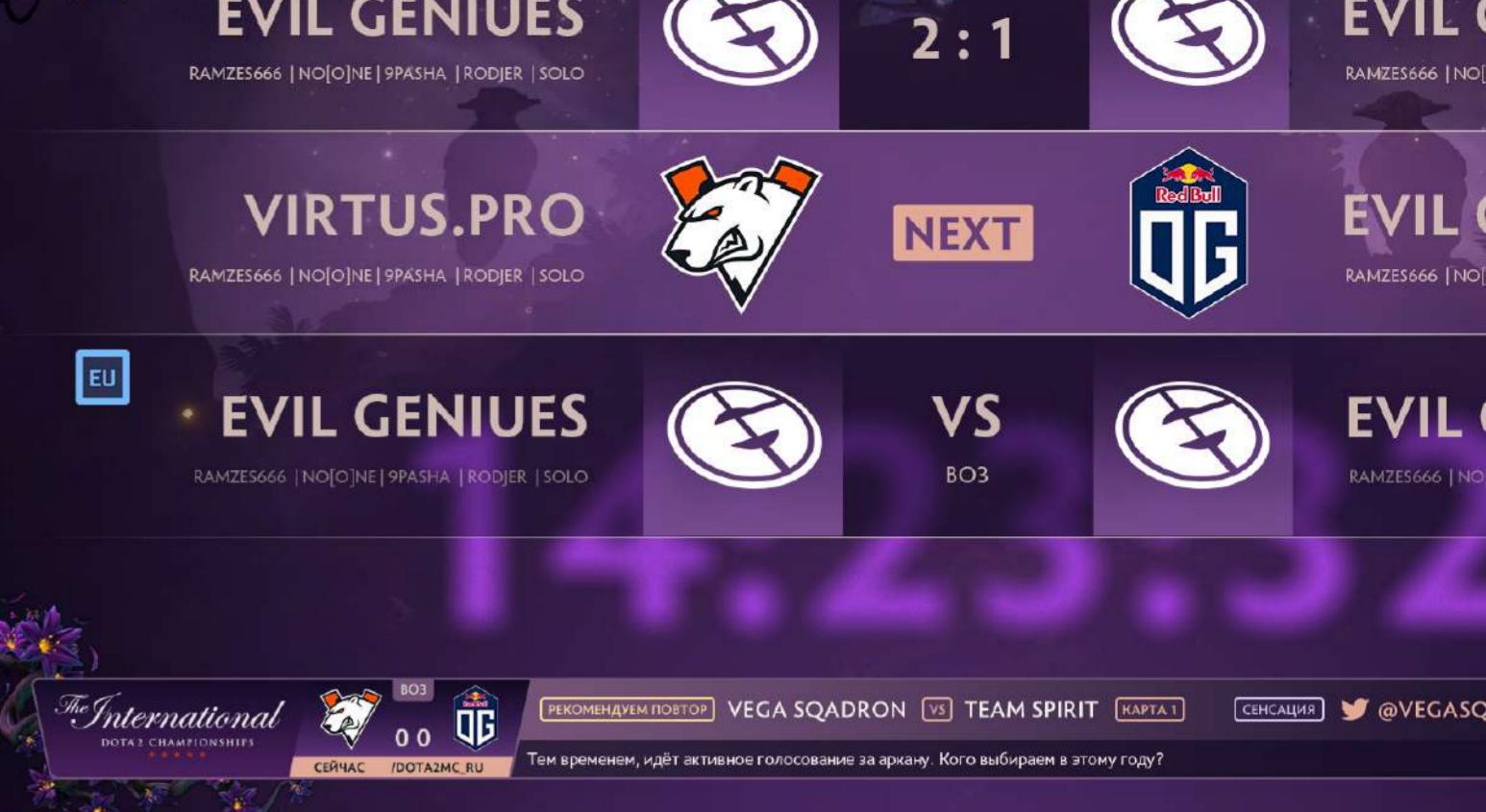
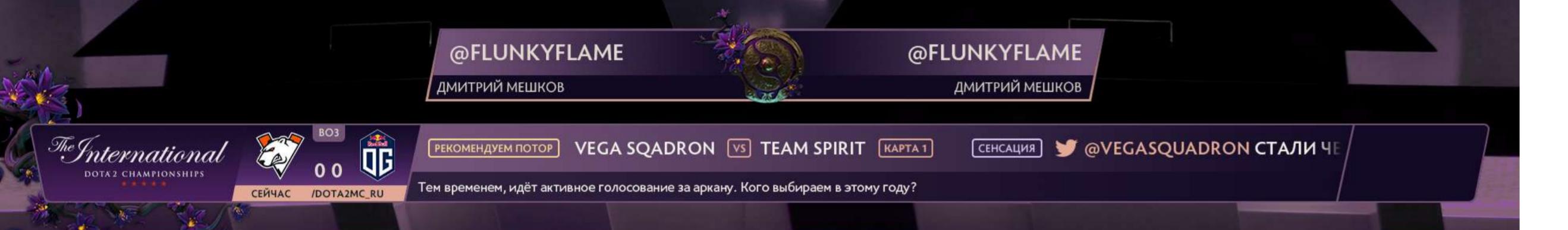
The captions system created by our team has two parts: a management console and a caption renderer.

The console part is a caption management system with different settings, such as match, tournament, game activities, and player statistics. These captions, overlays, and animations are dynamic, changing throughout the stream, based on actions at the management console. The management console system has API connection to the broadcaster backend system, which has all the required information for captions.

The caption renderer system is a Javascript application which receives input information from the management console and builds all graphics, animations, and video objects in a Chrome browser. This application is built through the Vue.js framework using the latest technologies to render HD video and complex animations.

The screenshot shows a tournament management application with the following interface elements:

- Top Bar:** Includes dropdowns for "Game Name: CS:GO", "Stats Name: 2019", "Stats Type: Tournament", "Lang: Eng", and a "BG DISABLED" button.
- Header:** Features tabs for "MAIN", "SCHEDULE" (which is selected), "MATCH/PICK", "GAME", and "INGAME/LIVE". A note says "First of all you have to choose the Game Name and Event Name".
- League Section:** Shows "Tournament Name: The Bucharest Major / Group A", "Standing title: ГРУППОВОЙ ЭТАП", and "Sub title: ЕВРОПА, ROUND ROBIN, BO1".
- Group Selection:** A dropdown set to "Group B" with "GROUP" and "GRID" buttons.
- VS Tournament Table:** Displays a grid of 10 matches between "TEAM ONE vs TEAM TWO" (id: 57172) and "455 vs 375". Each match includes a timer (e.g., 10:08, 12:13, 12:45, 13:30), a result (e.g., 2 : 1, 1 : 4), and a "Text" field for notes. Buttons for "SHOW TIMER" and "SHOW NEXT" are available.
- Bottom Buttons:** "Item Build", "HIDE TITLE", "PREVIEW", and a "009" indicator.



Real-time data for captions and team/player statistics for the broadcast company. Data from the game is used in captions to create new types of viewer interactions and provide insightful analytics for live stream viewers.

Real-time data from CS:GO and Dota 2 is required for live stream commentators. They need this information for an in-depth understanding of the current game situation and dynamically provide a valuable perspective for viewers. Statistical information is also useful to compare current team/player results with historical data and to make predictions about the game.

Data Parsing

27 Nerds creates several solutions for Dota 2 and CS:GO data parsing applications.

Dota 2: live data parsing from the game lobby during tournament matches. We have been parsing live tournament match logs and saving data to local servers.

CG:GO: after game data parsing based on game demo files from Steam GO TV.

The screenshot displays the Twitch Banner Engine's Streamers management interface. On the left, a sidebar includes 'Streamers' (selected), 'Banners', 'Games', and 'Settings'. The main area shows a 'Profile' for 'FruttyLoops_43' with details like Full Name (Michael Scott), Email (freddy.braun@gmail.com), Game (Dota 2), Team (Dander Millin), Number of Banners (22), Language (English), Stream Link (/dota2mc_ua), and Generated Link (https://tw.com/gg/6589t3). Below this are summary statistics: 31.1 hours streamed, 1,555 average viewers, 51,014,575 total views, and 48,282 hours watched. A 'NEW BANNER' button and a search bar are at the top of a table titled 'All streamers'. The table lists various streamers with columns for Nickname, ID, Game, Start Date, End Date, and Forced status. Each row has 'EDIT' and 'DELETE' buttons. At the bottom, it says 'Showing 1 to 10 of 57 entries' and has a page navigation bar from 1 to 6.

This screenshot shows a 'Create Streamer Profile' form. It requires input for 'Full Name' (Email: freddy.braun@gmail.com, Stream Link: https://tw.com/gg/6589t3), 'Game' (Dota 2), 'Team' (Dander Millin), 'Phone Number' (+380), and 'Additional Link' (https://www.twitch.tv/dreamleague). There are also fields for 'Nickname', 'Stream Link', 'Team', and 'Avatar' (Upload). Buttons for 'SAVE', 'RESET', 'SUBMIT', and 'CHANGE PASSWORD' are at the bottom.

Our client needs to have the ability to manage banners at Twitch streams. The client has a large number of partner streamers at different Esports disciplines.

Twitch Banners Management

Our solution is built to support several parties: banner administrators and streamers.

Streamers are able to register in the system by themselves and set up their profile. With their profile, they receive a special code for a banner overlay they add to OBS stream management software.

Administrators are able to create new banners and campaigns within the platform. With a management console, administrators can assign banners to streamers, for game disciplines for different periods of time and for a number of rotations.

Our plug-in for a streamer, created specifically for OBS software, is showing banners provided from the management console and sends back the status of the stream.

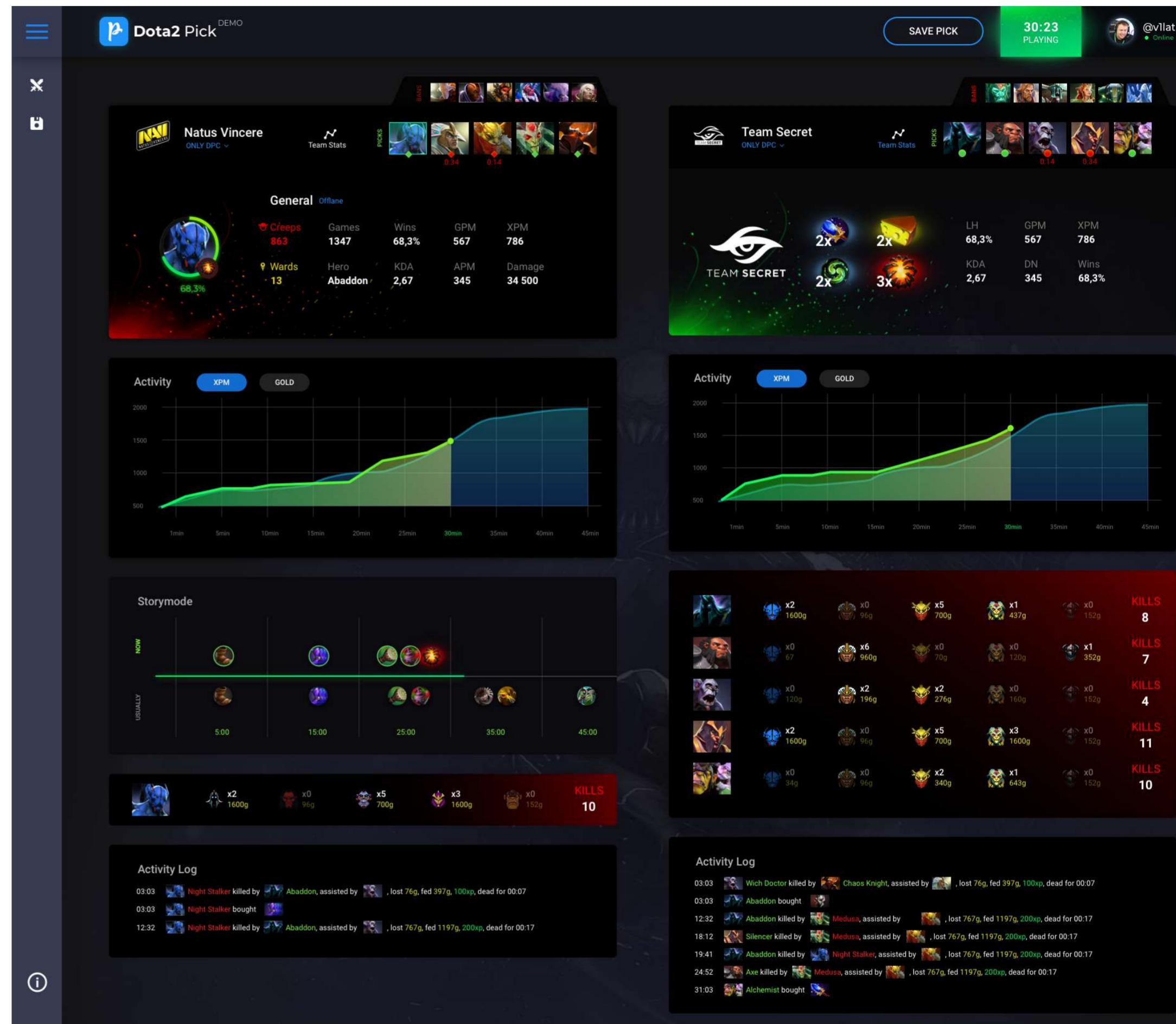
Game casters and analytics teams need a handy tool for pre-match pick analytics. These tools need to provide predictions and possible picks and bans for players during the pre-match pick/ban section of the Dota 2 match. The tools also need to predict what items the player will buy during the game. To give a better understanding of the predictions system to analysts and commentators, statistical information about previous games and players' personal stats need to be easily available.

Dota Picker

We developed an interactive web application and a backend algorithm which is able to predict the next hero pick for the selected team, predict a role and a player of the team who most likely will play a certain hero, and predict an item build based on the historical games data of a team. Our algorithm uses mathematical and statistical methods for calculations and predictions.

Base stats and pro players' data are provided by Opendota API (we've made a copy of the existing API library and updated it).

Despite the large amount of data, we were able to create a user-friendly interface where you can get a lot of useful statistics in just a few clicks.





Dota2 Pick DEMO

LOG IN

GG BL

PICK HEROES

PICK HEROES

PICK HEROES

Login will give you an opportunity to start your prediction on the future matches.

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Dota2 Pick DEMO

The Bucharest Major

Teams will compete for their chance at the \$1,000,000 USD prize pool and 1,500 DPC points

< BACK TO EVENTS

24th of April, The Bucharest Major

DATE	MARKET	TEAM1	TEAM2	MATCH ID	
▶ LIVE	Winner	Natus Vincere	Team Secret	id:57172 / 455 vs 375	<input checked="" type="checkbox"/> ALREADY PREDICTED
▶ LIVE	Winner	Vega Squadron	Team Liquid	id:57172 / 455 vs 375	<input checked="" type="checkbox"/> PREDICT

1st of May, The Bucharest Major

DATE	MARKET	TEAM1	TEAM2	MATCH ID	
⌚ 14:30	1 from 3	Team Empire	Newbee	id:57172 / 455 vs 375	<input checked="" type="checkbox"/> ALREADY PREDICTED
⌚ 15:40	2 from 3	Team Empire	Newbee	id:57172 / 455 vs 375	<input checked="" type="checkbox"/> ALREADY PREDICTED
⌚ 21:10	3 from 3	Team Empire	Newbee	id:57172 / 455 vs 375	<input checked="" type="checkbox"/> ALREADY PREDICTED
⌚ 16:00	1 from 3	LGD / Paris	Team Secret	id:57172 / 455 vs 375	<input checked="" type="checkbox"/> PREDICT
⌚ 16:00	2 from 3	LGD / Paris	Team Secret	id:57172 / 455 vs 375	<input checked="" type="checkbox"/> PREDICT
⌚ 16:00	3 from 3	LGD / Paris	Team Secret	id:57172 / 455 vs 375	<input checked="" type="checkbox"/> PREDICT

You have reached new reward, keep it up and win new Arcana. + 23.4 points

Congrats! You have succeeded in this match! + 13.8 points

LGD / Paris vs Evil Genius

Login will give you an opportunity to start your prediction on the future matches.

Show all notifications

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Dota2 Pick DEMO

The Bucharest Major

Teams will compete for their chance at the \$1,000,000 USD prize pool and 1,500 DPC points

1st of May, The Bucharest Major

POS	PICKS	BANS	TEAM1	VS	TEAM2	PICKS	BANS
1	GOUP↑	INCH	Vega Squadron	0 : 1	Team Liquid	1/5	2/5
2	GOUP↓	INCH	Vega Squadron	0 : 1	Team Liquid	1/5	2/5
3	GOUP↑	INCH	Vega Squadron	0 : 1	Team Liquid	1/5	2/5

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CS Bet

We created a solution which manages a group of Steam bots and performs various operations, such as buying items from the third-party market, storing items in the Steam inventory, transferring items to the players, and tracking items' actual price on the Steam market.

The administrator is able to create loot boxes and configure the drop chance for each item in the list. The system automatically tracks the number of items in the inventory and refills them if necessary. We also integrated a third-party payment system. X-ray functionality is specially created for players to view what's in the box before buying it. This X-ray costs 10% of the initial box value.

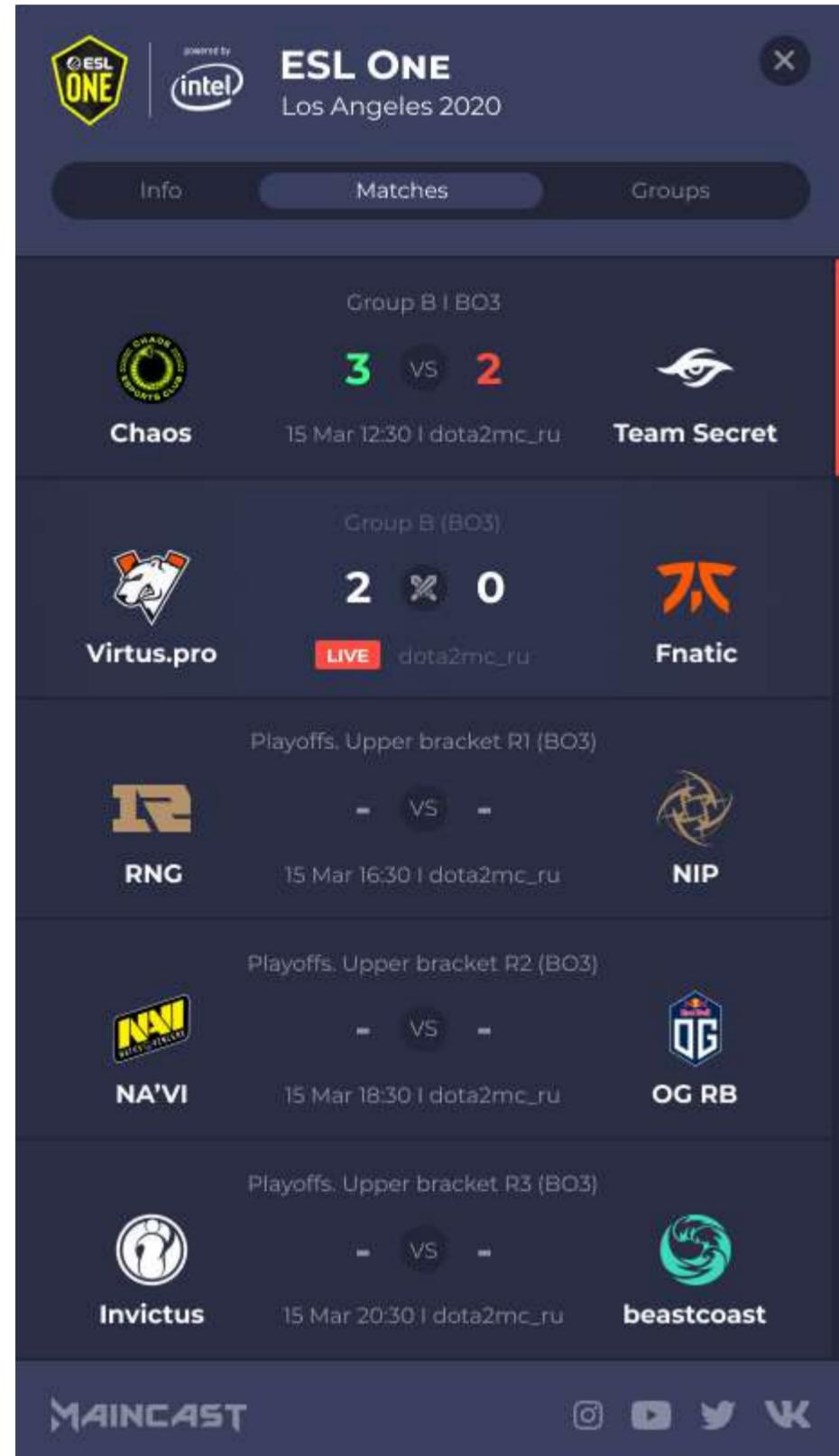
With this system, our client has received the following benefits:

- New system for player engagement
- New revenue generation source
- Unique X-ray feature for market differentiation

Website for CS:GO loot boxes creation and selling. Our client needs to create a new source of revenue and take over a share of the market.

Our system allows to create random loot boxes with rare weapon skins, sell them to CG:GO players and automatically transfer them to players' Steam accounts.





Our clients need real-time data from Twitch to analyze viewership statistics, fine-tune their strategy, and create the best possible viewer experience.

Twitch Statistics And Extensions

Our solution is a set of applications for the Twitch platform which cover viewership statistics, chat tracking, and live tournaments extensions. Using the Twitch API we are able to get stream statistics and chat log in real time. This application is used by broadcasting companies to better understand and engage the audience.

Twitch extension apps give viewers an additional level of engagement with the players, editors, and hosts, and provide additional information about the current game and tournament.

BRANDS we have worked with

27n.gg



**GAMES the team has experience
working on**



Meet Our Team



Serhii Hnatchuk
CEO



Viktor Rubych
CTO



Yevgen Vershynin
COO



Liudmyla Hnatchuk
CFO



Natalia Konyk
CPO

Thank you

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