



GAME CHANGING

Development Tools

Trusted by developers using



Unlock the code quality achievement



Code Analysis

Write safer & more efficient code with code analysis



Refactoring

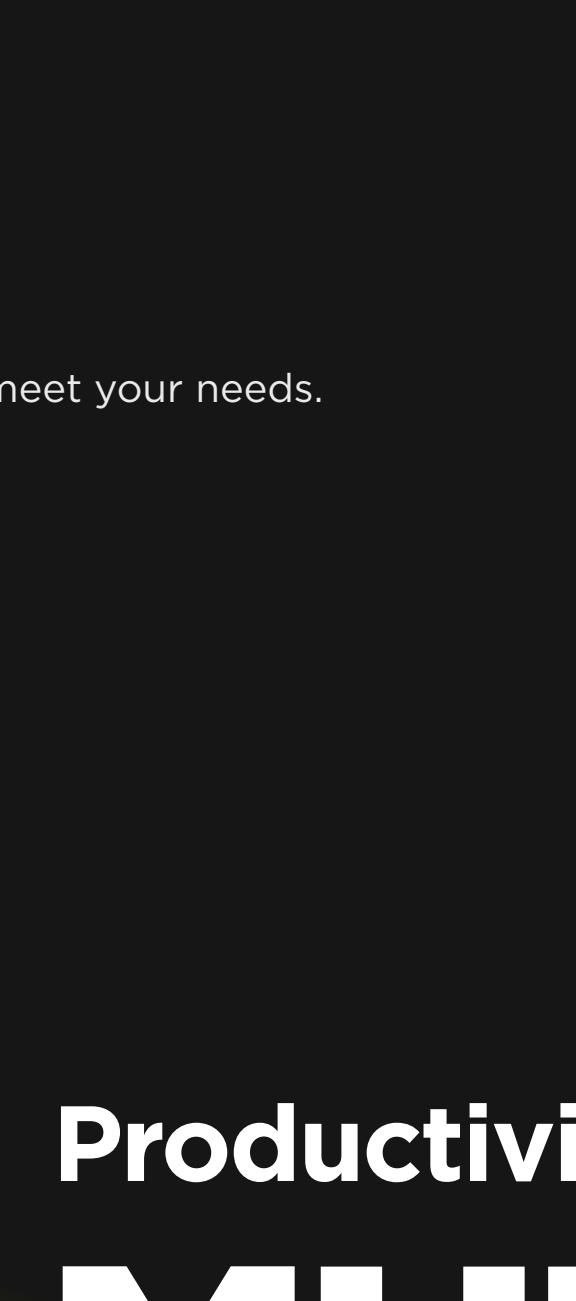
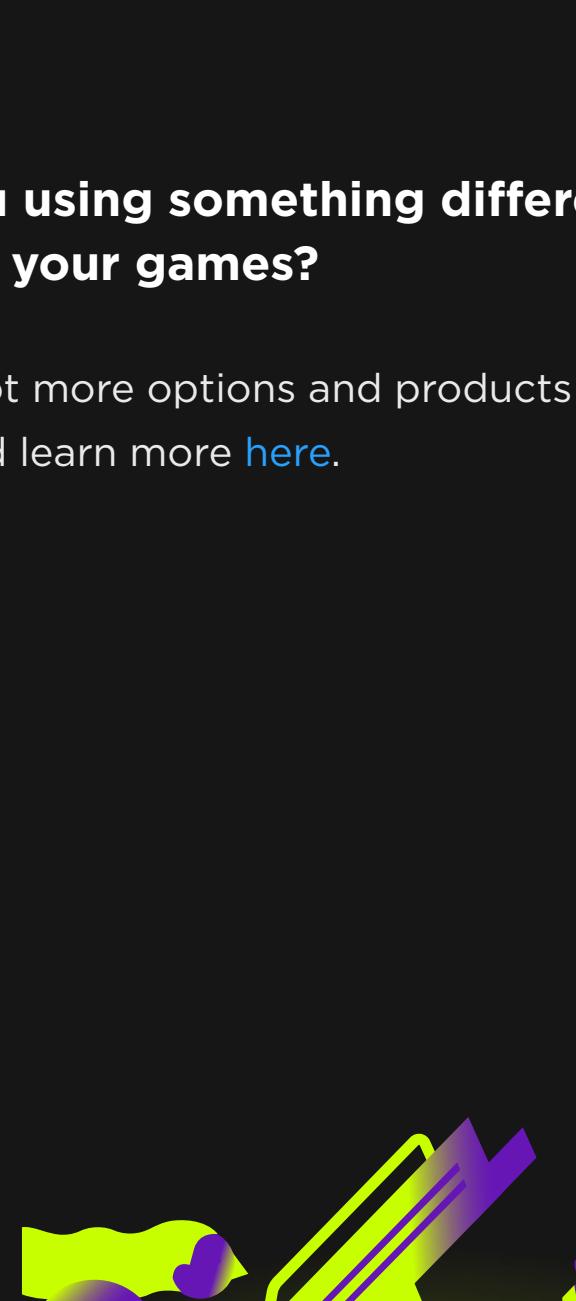
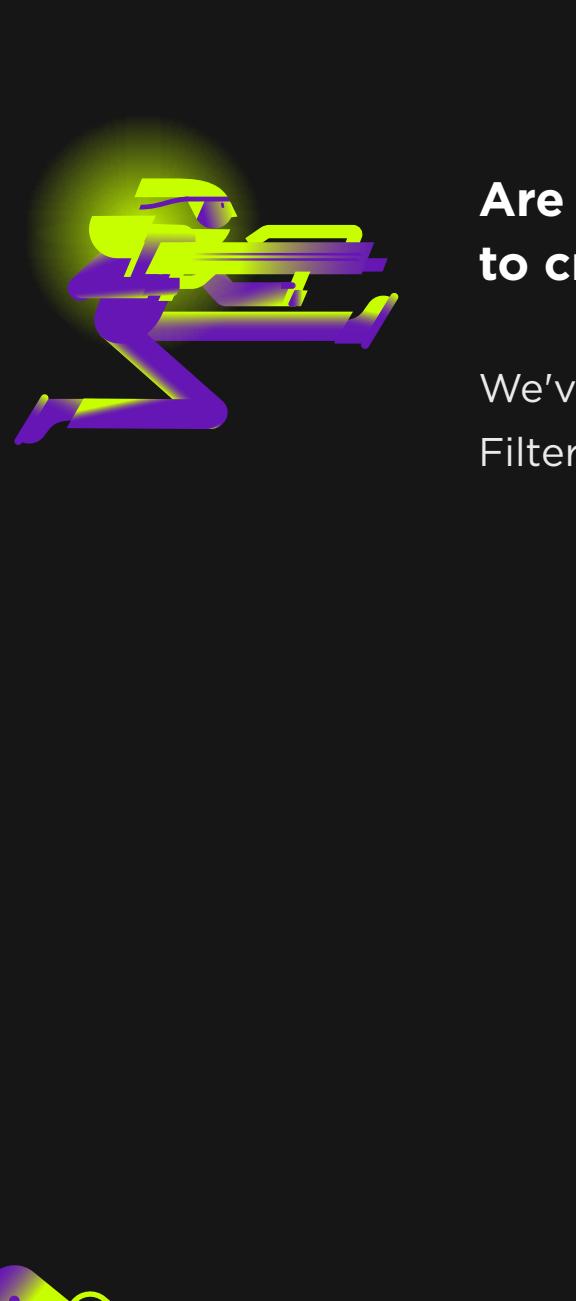
Refactor your code base with point and click



Code Generation

Avoid typing boilerplate code with code generation.

Get an IDE to craft best games



For mobile games:



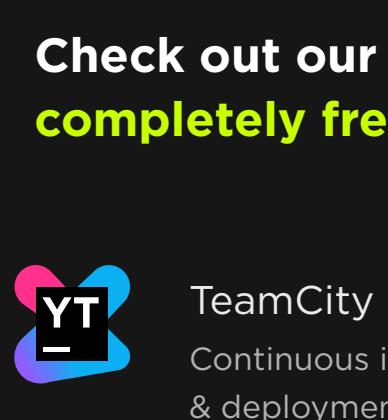
IntelliJ IDEA

for Android development, including Kotlin, an official Android supported language



AppCode

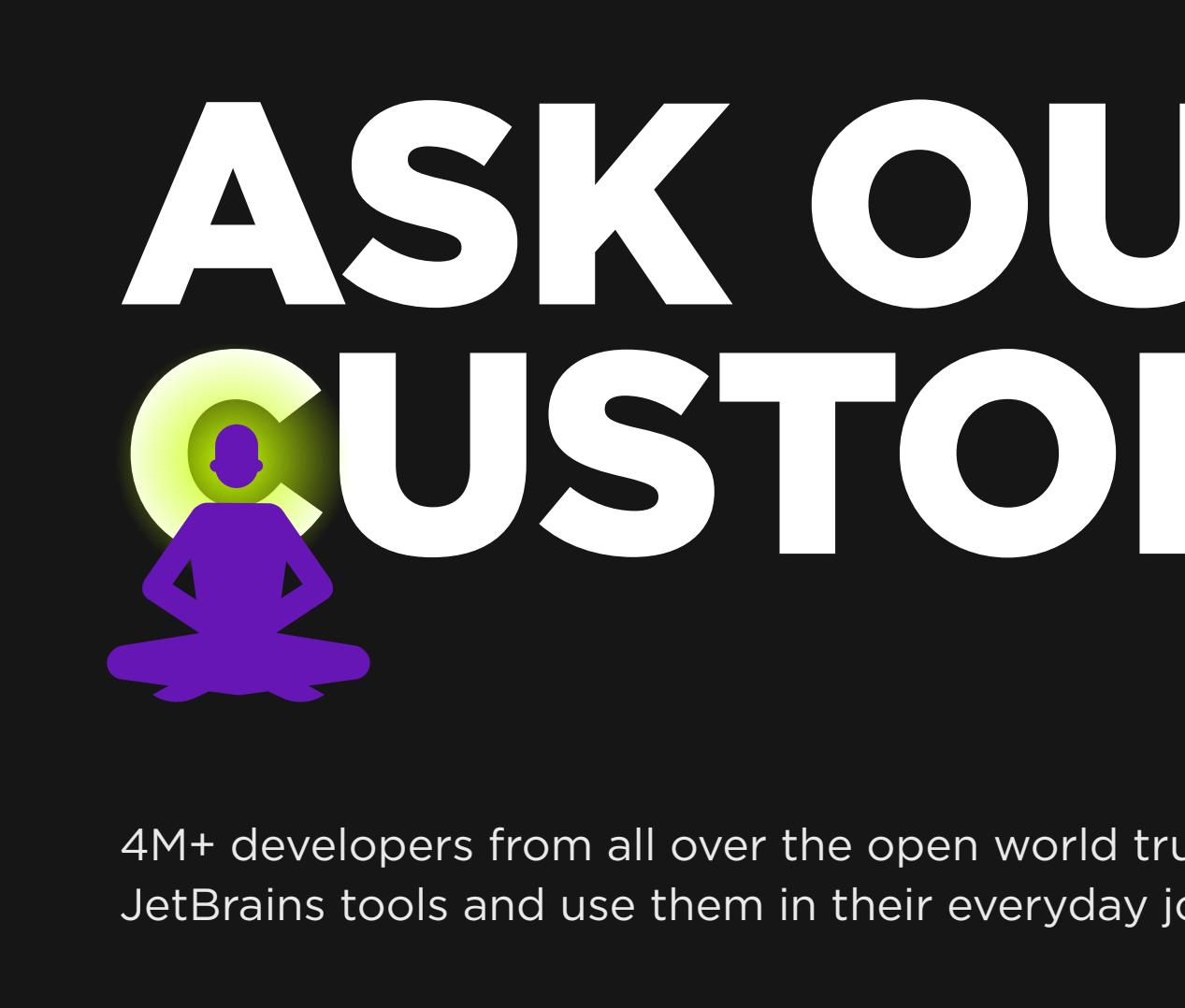
for iOS/macOS development



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Productivity for



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TeamCity
Continuous integration & deployment

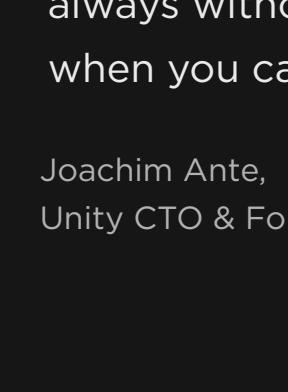


TeamCity
Continuous integration & deployment

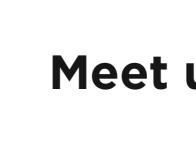
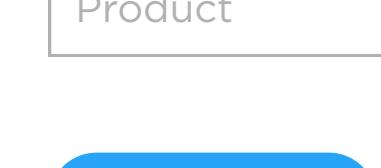
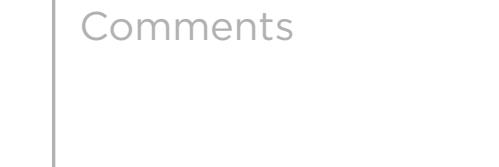
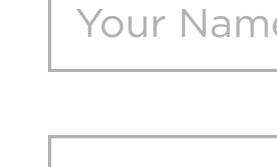


TeamCity
Project analytics & code review

ASK OUR CUSTOMERS



4M+ developers from all over the open world trust JetBrains tools and use them in their everyday jobs.



Using Rider to write C# makes me happy. I have never seen code refactoring tools that actually work - always without exception. It's amazing when you can rely on it.

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Unity CTO & Founder

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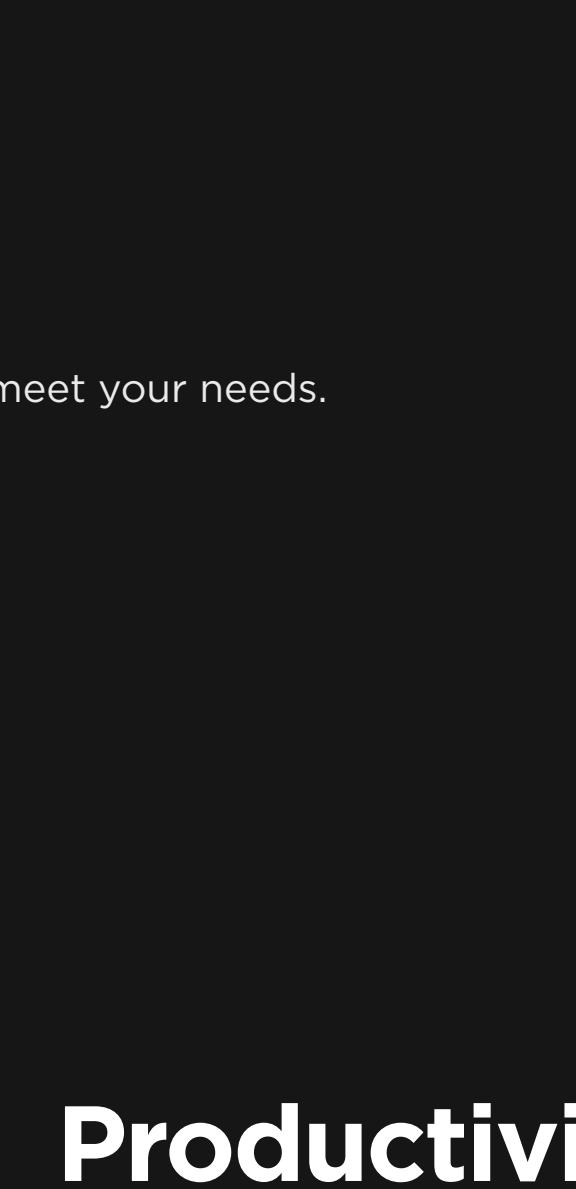
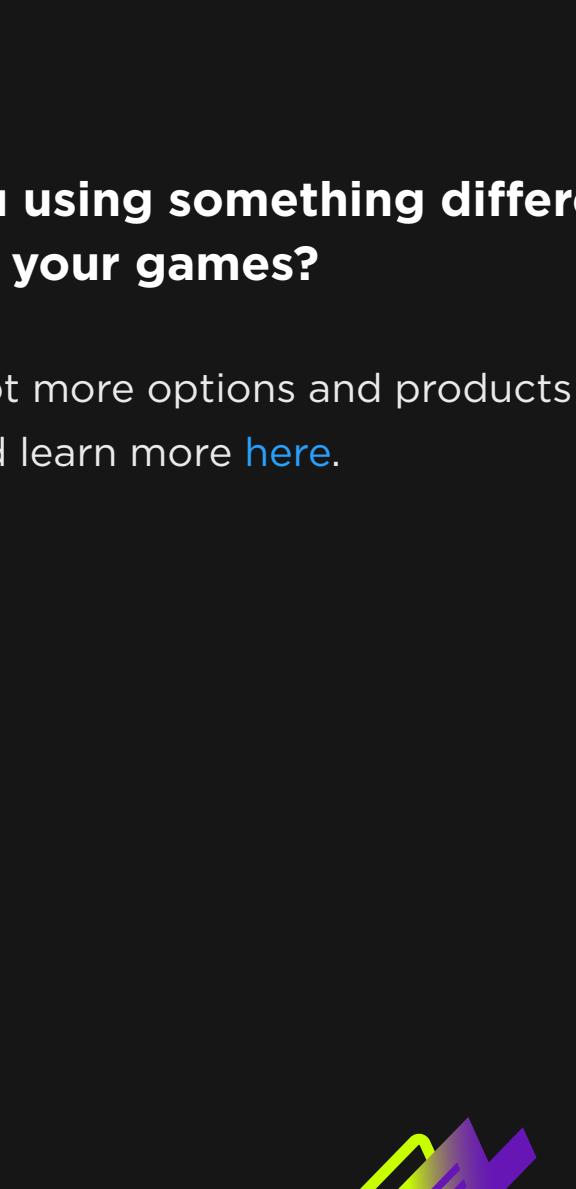
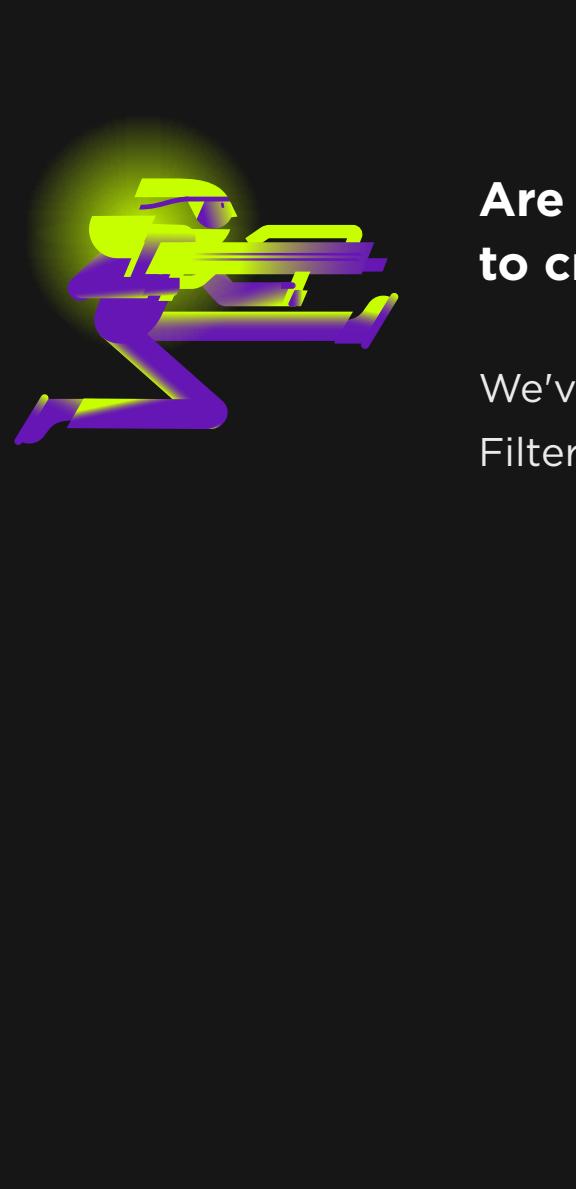
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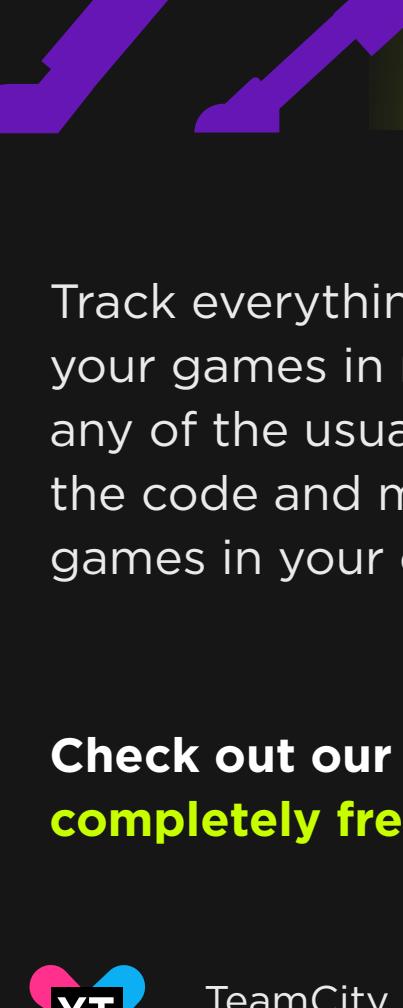
For games on Unity*:



ReSharper
a productivity mining extension for Visual Studio.



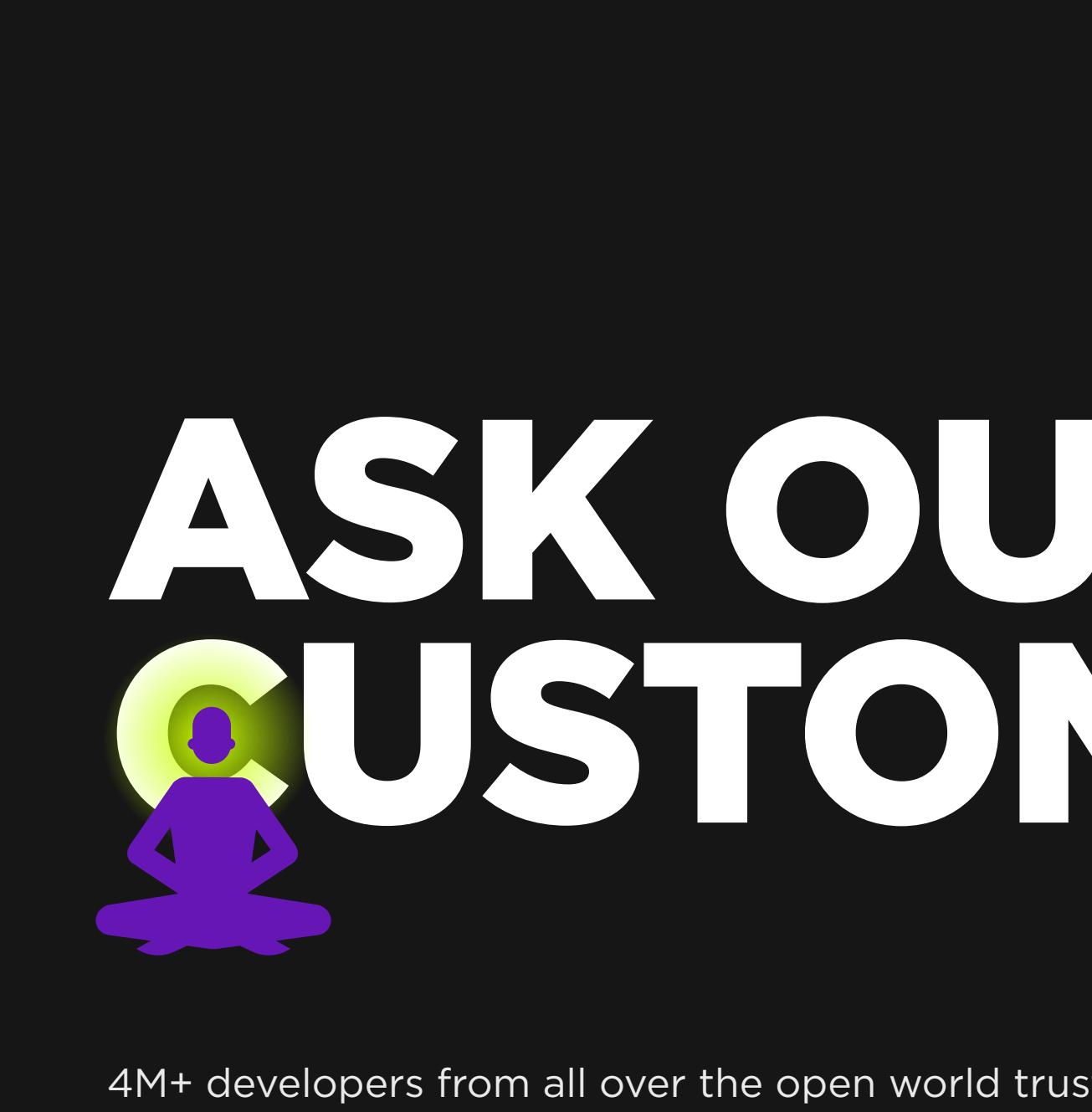
Rider
a cross-platform .NET IDE with C# and Unity support.



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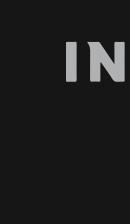
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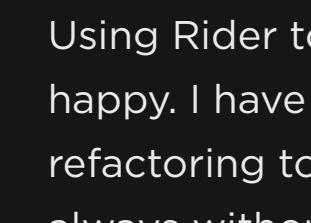
TeamCity
Continuous integration & deployment



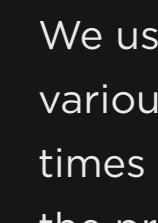
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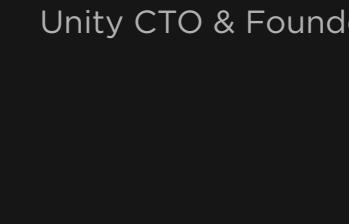
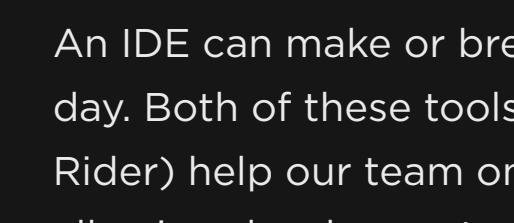
TeamCity
Project analytics & code review



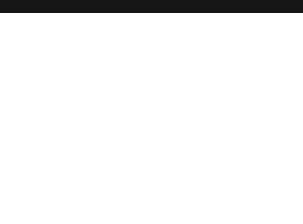
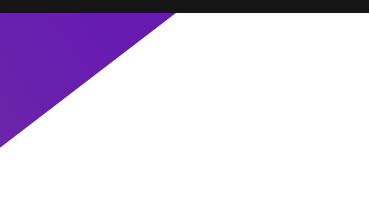
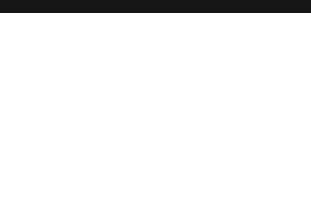
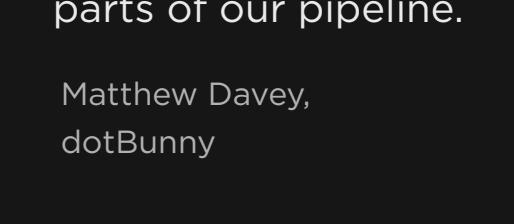
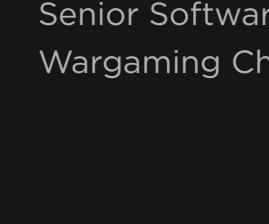
Nintendo®



UBISOFT



VALVE



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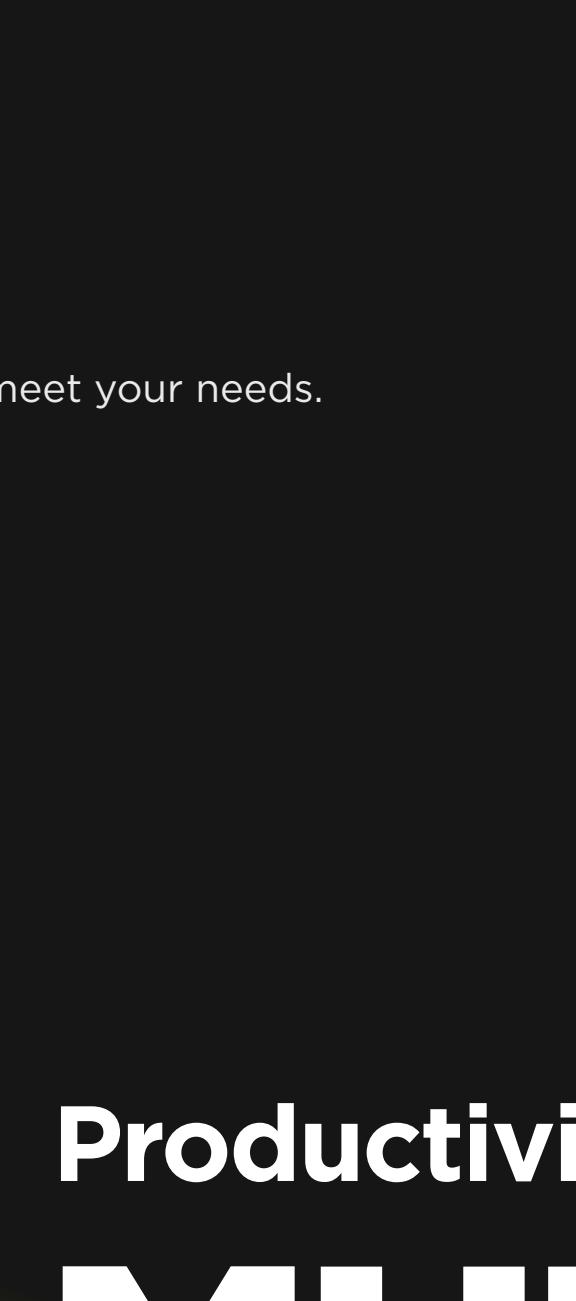
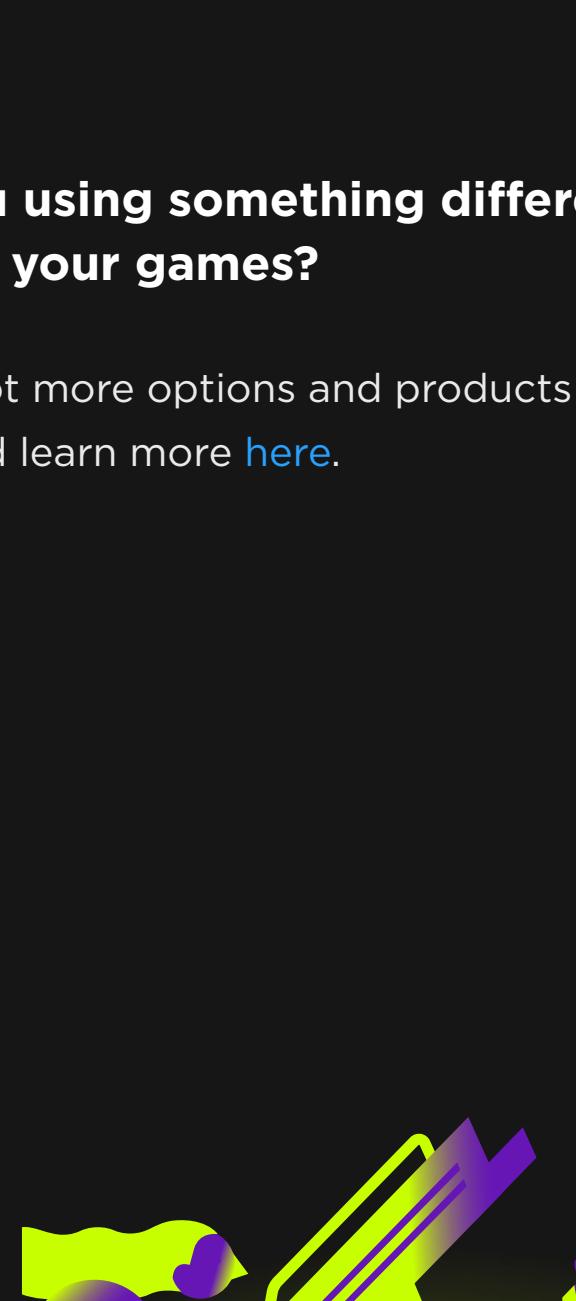
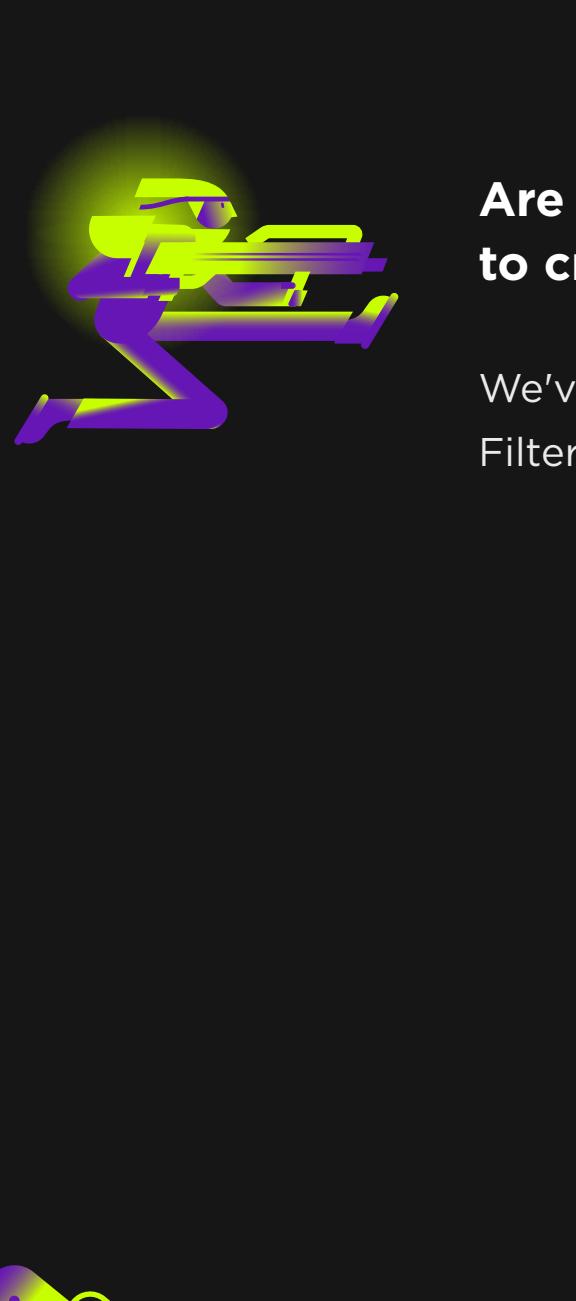
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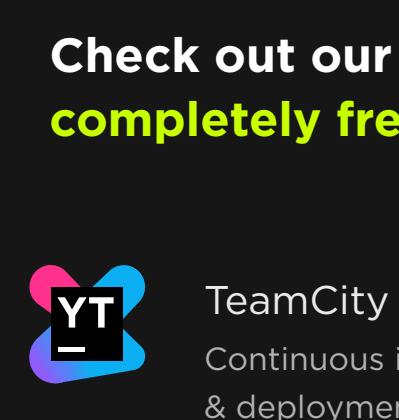


For games on Web technologies:



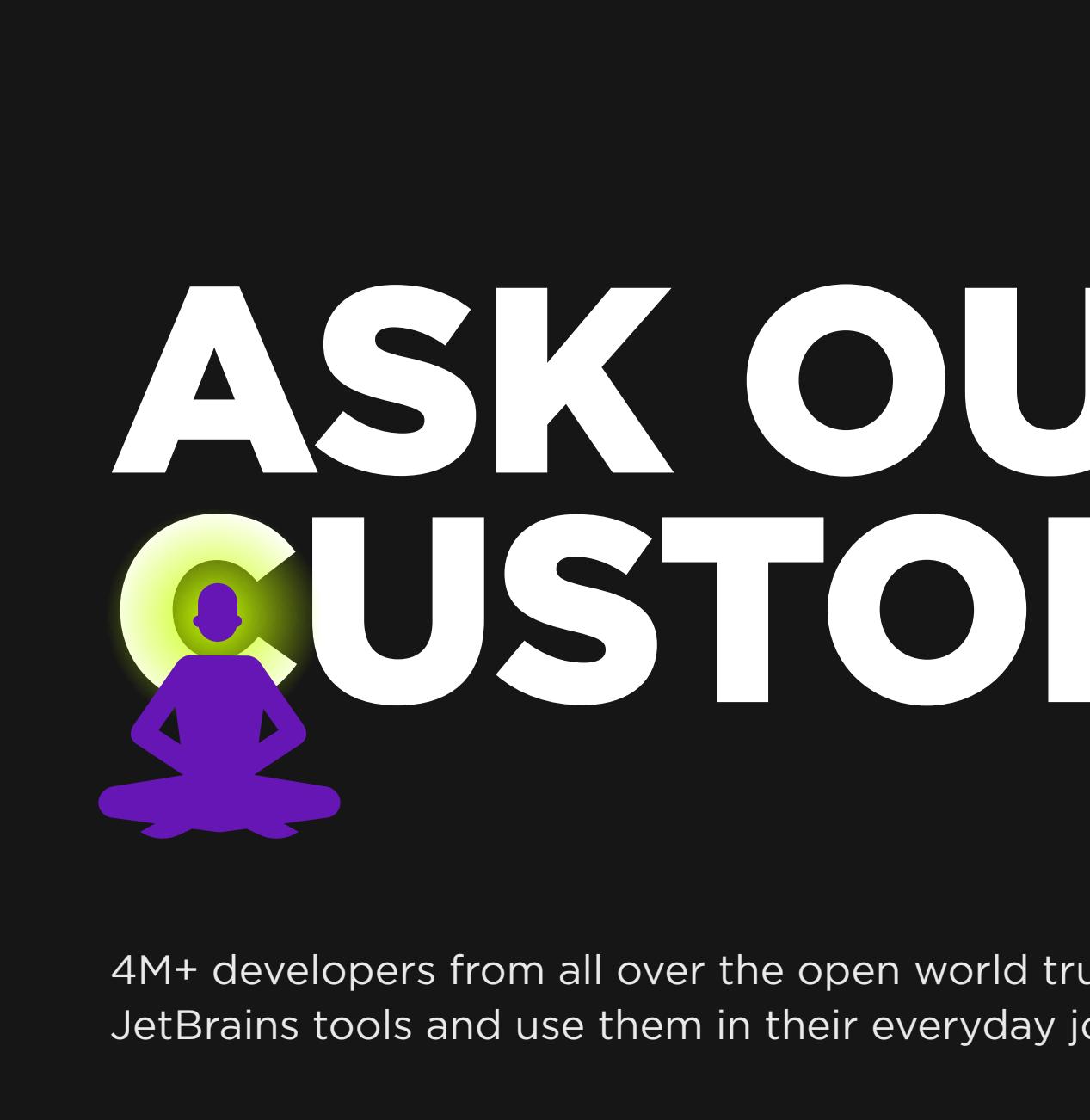
WebStorm

a productivity extension achievement for Visual Studio for C++



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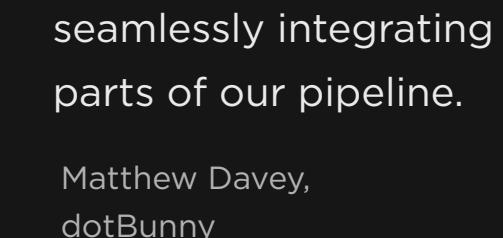
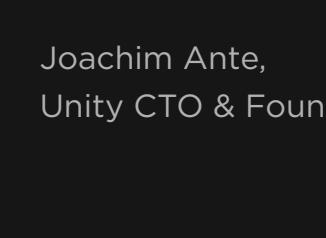
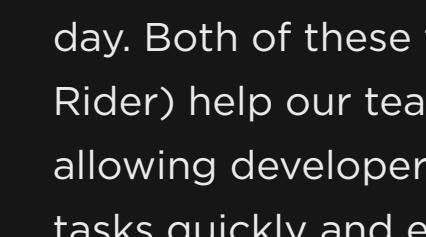
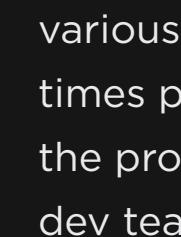
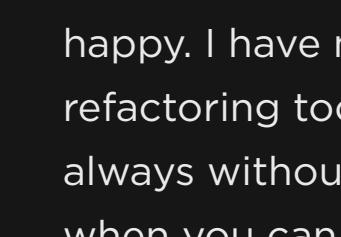
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