

STUDIO OVERVIEW



12+ YEARS MAKING SHOOTER GAMES



JOE BRAMMER
GAME DIRECTOR



KEVIN CHANDLER
TECHNICAL DIRECTOR



MARK PINNEY
GAMEPLAY DIRECTOR



ALEX KORAKITIS
ART DIRECTOR



TIM NIGHTINGALE
CREATIVE DIRECTOR



HOWARD PHILPOTT
UI / UX DIRECTOR



JAMES TATUM
PRODUCTION DIRECTOR



ASHLEY DAVENPORT
GAMEPLAY ENGINEER

BULKHEAD



- BASED IN DERBY, UNITED KINGDOM.
- FOUNDED 2014.
- 65 DEVELOPERS, IN OFFICE FULL TIME.
- **UNREAL ENGINE SPECIALISTS.**
- LEADERSHIP WORKED TOGETHER 12+ YEARS.



THE TURING TEST
3.6M
PLAYERS.
Unreal Engine 4.
PlayStation, Xbox,
Nintendo Switch, PC.



BATTALION 1944
1.2M
PLAYERS.
Unreal Engine 4.
PC Only.



WARDOGS
CURRENTLY
IN DEVELOPMENT
Unreal Engine 5.
PlayStation, Xbox, PC.



PUBG
BULKHEAD
CO-DEVELOPMENT
Unreal Engine 4 / 5.
Planned Release 2027.



WARFARE

STAND ALONE ORIGINAL GAME MODE

NEW GAMEPLAY EXPERIENCE – PUBG x ALL OUT WARFARE.

Two teams of 32v32 players must fight to capture control of territory across 4x4km maps, where only one team can survive to win.

LARGE SCALE BATTLEFIELD - CONQUEST x RUSH HYBRID.

Inspired by popular modes in Battlefield and Delta Force, we plan to combine 'Conquest' & 'Rush' to make a familiar yet original game mode.

NEW COMBAT VEHICLES, DESTRUCTION & ROLE BASED GAMEPLAY.

Replayable Tactical PVP with combat vehicles fighting across land, sea and air with dedicated roles that provide long term expansion.