

STUDIO OVERVIEW



12+ YEARS MAKING SHOOTER GAMES



JOE BRAMMER
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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.



PUBG[®]

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.