



LYNXBYTE
GAMES

PITCH DECK

OUR TEAM OF HEROES & EXPERTS



+50

GAMES THAT
WE WORKED ON

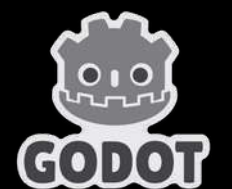
OVER 8

YEARS IN THE INDUSTRY
AT YOUR SERVICE

PLATFORMS



ENGINES



OUR SERVICES



PORTING



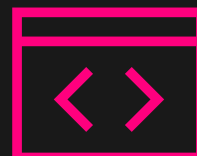
FULL-DEVELOPMENT



CO-DEVELOPMENT



QA & LOCALIZATION



OPTIMIZATION & BUG FIX



RELEASE MANAGEMENT

WHY PLAY & **WIN** WITH US?

We guarantee what others don't. If more than **15% of players feedback in the first 30 days** post-release highlights technical issues, we'll **fix everything within 24h, cover all costs, and refund part of your investment - no excuses.** We deliver fully ready-to-launch games from A to Z, every time.

CEO @ LYNXBYTE GAMES

Bartosz Luderer

DEVELOPMENT

- **Game porting** - Playstation 4 & 5, Xbox One S/X & Series S/X, Switch 1 & 2, Mobile, VR
- **Co-development & Full-development** - Unity, Unreal 4 & 5, Godot
- **Game optimization** - GPU, CPU & RAM
- **Multiplayer implementation**
- **Remake & remaster**
- **Art & UI/UX** - 3D Model Designe, UI/UX designe & implementation

QA, LOCALIZATION & CERTIFICATION

- **Functional QA**
- **Certification & Compliance QA**
- **Localization QA**
- **Bug tracking and fixing** (post and pre-release) - Ongoing game & player support and fixing reported technical issues after the game's release
- **Localization & Culturalization** - Full game localization, including cultural adaptation for the target country

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→ LYNXBYTE GAMES INTRO

GAME RELEASE

- **Game publishing** to PC, Consoles & Mobile
- **Release management & gamepage optimization**
- **Creation of promotional materials** (trailers, videos, descriptions), post-release maintenance



LYNXBYTE
GAMES

PORTFOLIO

AND

USE CASES

SUCCESS STORY - WILD WEST DYNASTY



CLIENT: Toplitz Productions



SERVICES: Game porting, Game optimization, Art & UI/UX, FQA & CQA, Bug tracking and fixing, Game rebranding

- Performed full porting process of the game to target platforms
- Identified and resolved critical performance issues, including severe RAM usage inefficiencies
- Conducted extensive profiling to locate bottlenecks and implemented optimizations across key subsystems
- Achieved consistent 60 FPS performance on all target platforms with zero loading screens
- Redesigned UI/UX components, focusing on improving usability and input handling in complex screens
- Reworked navigation and control logic to ensure seamless user interaction across platform-specific input schemes
- Overhauled the save system to ensure full compatibility with each platform's native data handling mechanisms

PLATFORMS:  

WILD WEST DYNASTY

3D Open World Semi-Sim



SUCCESS STORY - MINI ROYALE



CLIENT: IndigoBlue



SERVICES: Game porting, Multiplayer implementation, UX/UI, Post-release support, Release management, Game optimization, FQA, CQA, Game publishing

- Executed full game porting process, including multiplayer port with added cross-play support across all platforms
- Performed deep optimization to ensure stable performance on Nintendo Switch (Gen 1 hardware)
- Managed complete console release process, covering certification, deployment, and post-launch support
- Implemented and coordinated cross-platform play functionality across PlayStation, Xbox, and Nintendo platforms
- Adapted game systems and architecture to support Free-to-Play model at launch
- Improved technical aspects of multiplayer matchmaking, session stability, and player connection handling



PLATFORMS: 



NINTENDO
SWITCH



NINTENDO
SWITCH

→ LYNXBYTE GAMES PORTFOLIO

MINI ROYALE

3D F2P CROSSPLAY BATTLE ROYALE



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Platforms:



SUCCESS STORY – GOLD MINING SIMULATOR



CLIENT: Code Horizon



SERVICES: Game porting, Co-dev, Game optimization, Art, FQA, CQA & LQA, Bug tracking and fixing, Game rebranding, Game localization & culturalization (Asian market), Multi

- Performed full porting process of the game to target platforms
- Identified and resolved critical performance issues, including excessive GPU and RAM consumption
- Upgraded the Unity engine across multiple major versions to meet platform requirements
- Rewrote the entire save system at a low level to ensure compatibility with the new SDK while preserving existing player save data
- Implemented full multiplayer functionality, including networking and synchronization systems
- Addressed a large volume of bugs resulting from the Unity engine upgrade to maintain stability and performance

PLATFORMS:



→ LYNXBYTE GAMES PORTFOLIO

GOLD MINING SIMULATOR

3D SIMULATOR WITH MULTIPLAYER



CODE HORIZON

"LYNXBYTE GAMES helped us with porting our game. They not only handled the entire process from A to Z but also assisted with the full certification process, release management, and post-release support, including tasks such as porting DLC and additional content."

Code Horizon S.A.

LYNXBYTEGAMES.EU → KRYSTIAN.MLODZIEJEWSKI@LYNXBYTEGAMES.EU

Platforms:



OTHER PROJECTS FROM OUR +50 PORTFOLIO

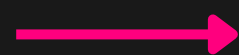




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PLAY TOGETHER
WIN TOGETHER

[LYNXBYTEGAMES.EU](http://lynxbytegames.eu)



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