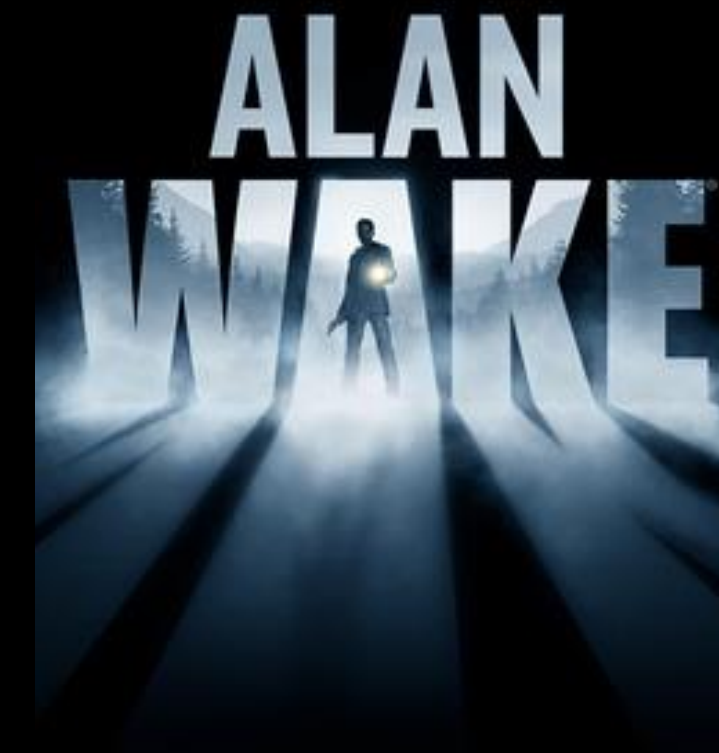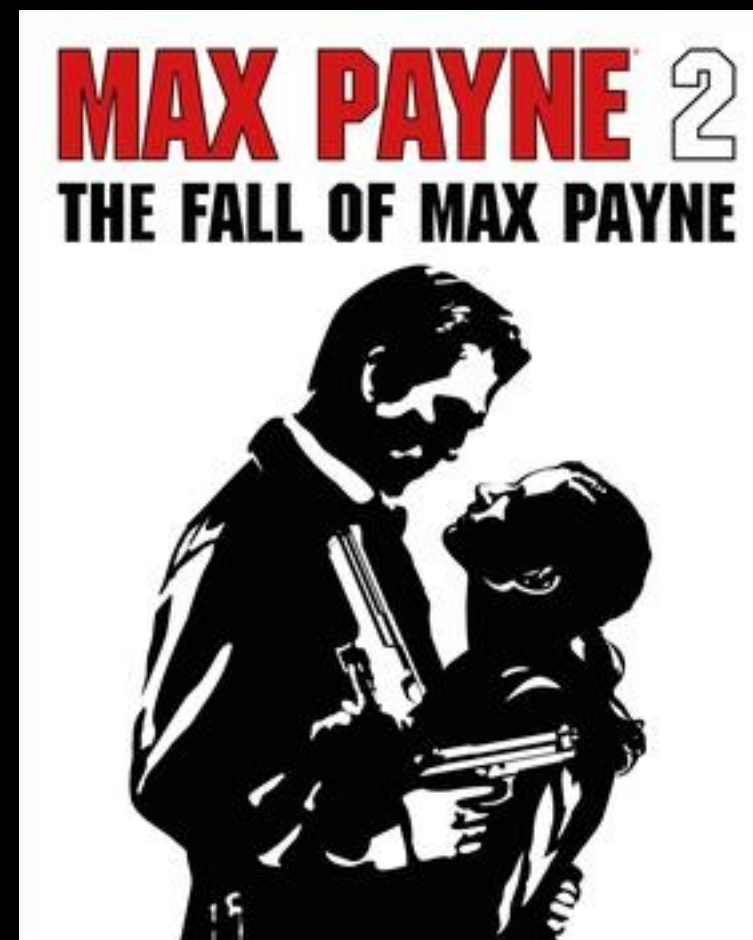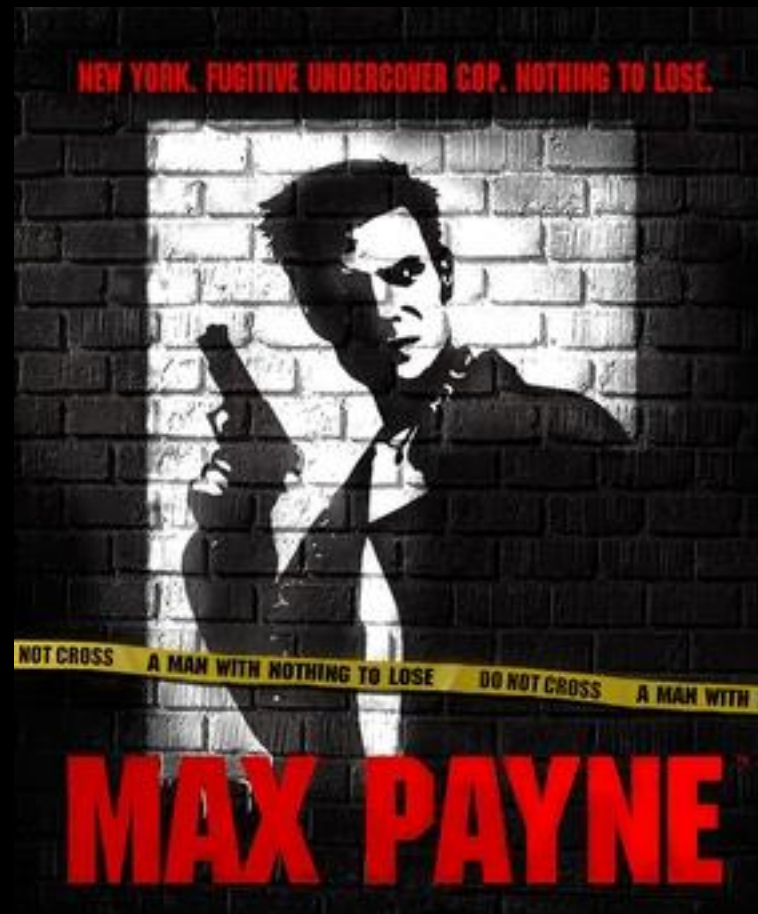# Remedy Entertainment: Engine & Tools Monitoring Dashboard

SEBASTIAN NORDGREN, PRINCIPAL TOOLS PROGRAMMER
JERE NEVALAINEN, SENIOR BACKEND DEVELOPER
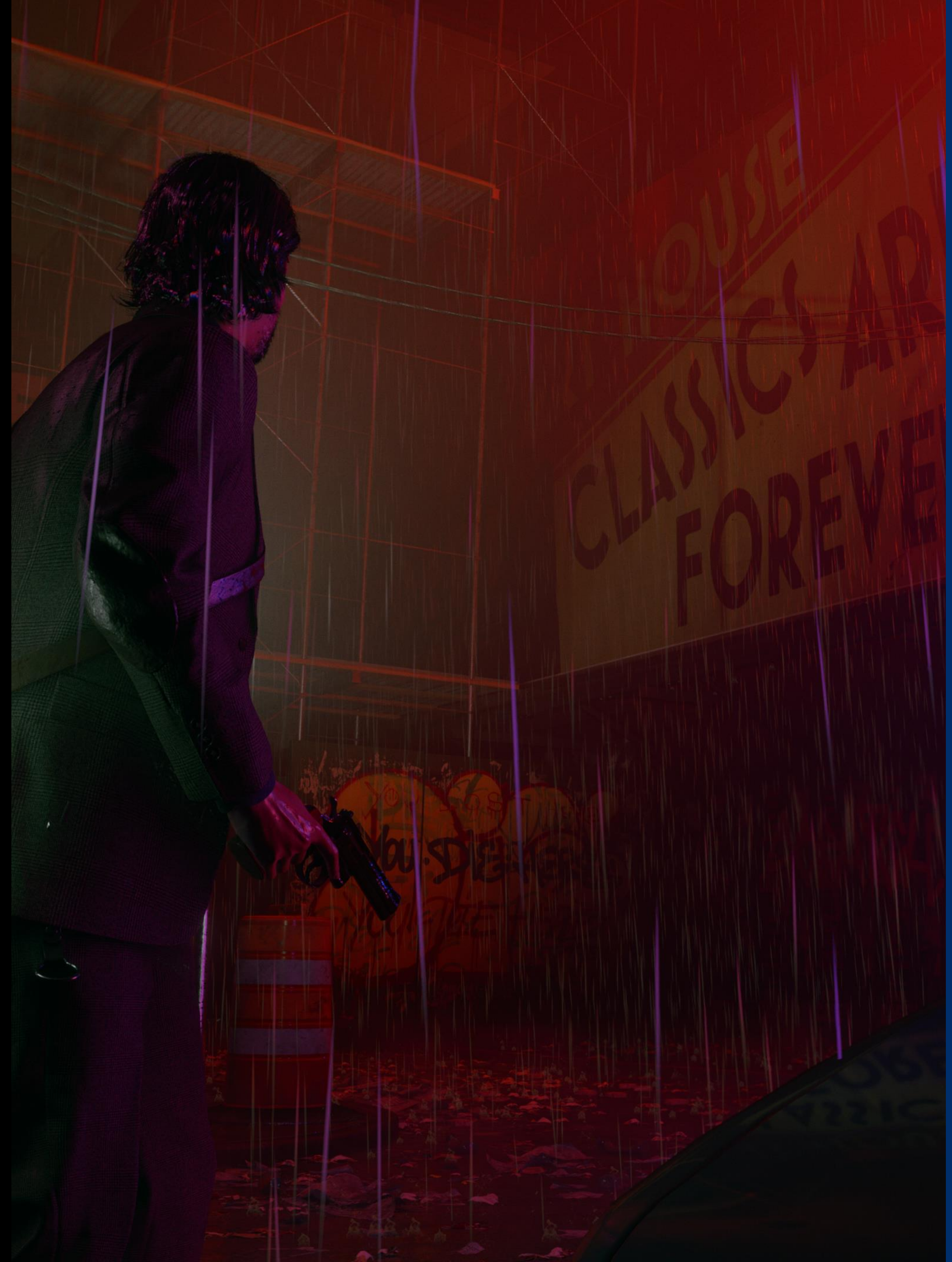11.10.2023

THE COMPANY

THE PROBLEM

– 5 simultaneous game projects
– 2 locations, many external partners
– Lots of desktop tools
– Lots of centralized services
– Lots of monitoring & tracking systems

THE PROJECT

- – Dashboard
- – Customizable & extensible
- – Information from many sources
- – Combine & link data together
- – Visualize current state
- – Filter by project, tool, etc.
- – Timeline view for sessions

THE DETAILS

– Work at Remedy offices
(or remote desktop)

– Remedy provides hardware

– Webpage

– Any front-end solution

– Preferably C# for backend

THE END