

# Irish animation, Games and VFX Studios

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## Demonware

<https://www.demonware.net/>

Irish based subsidiary of Activision Blizzard, focused on Software development

Mostly Netcode/ Network Programming Demonware State engine, framework for developing multiplayer games

## Openings

Engineering Manager Software Engineer Systems Engineer - Infrastructure SRE (Site Reliability)

## Studiopowwow

<http://studiopowwow.com/services/>

First multiplatform franchise '*ShipAntics*'

Based In Dublin

Games And animation, Focus on the way information is consumed. Providing development services such as:

*Animation for TV and Film Pre-production Character design In-game animation*

## Team includes

*Richard Glynn - CEO Eoghan Dalton - Creative Director Stephen Kelly - Head of Interactive*

## Openings

Game Developer 2+ years experience

## Outer Limits Post Production

<http://www.outerlimits.ie/>

**Where the Information though!**