Company: Twitch.tv.

They provide a free video game streaming service, and sell advertising on the channels and during the broadcasts. They use servers in a few places across the world to provide for better service. Their audience is people from 10 to around 40 years old, with most of them being under 22, and the companies that advertise often deal in gaming related goods, or are manufacturers of such, or offer cloud services, and really anything that can be of use to this demographic.

Yes they are profitable, at least from latest accounts, and there are rumors that Youtube is thinking of buying them out for 1 billion USD.

They are sustainable, as gaming, and the E-sports industry is growing, and so is the market share for advertising. In recent years they have become the leading platform for gaming related streaming, and as such hold a monopoly on that part of the market (like Steam does with gaming sales, or Youtube with online video content).

They have made investments to improve their server base (especially in Europe where there were issues)