



ROMANIAN GAMES INDUSTRY REPORT

2020

C O N T E N T S

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IN THE PERIOD 2017-2021

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Executive Summary

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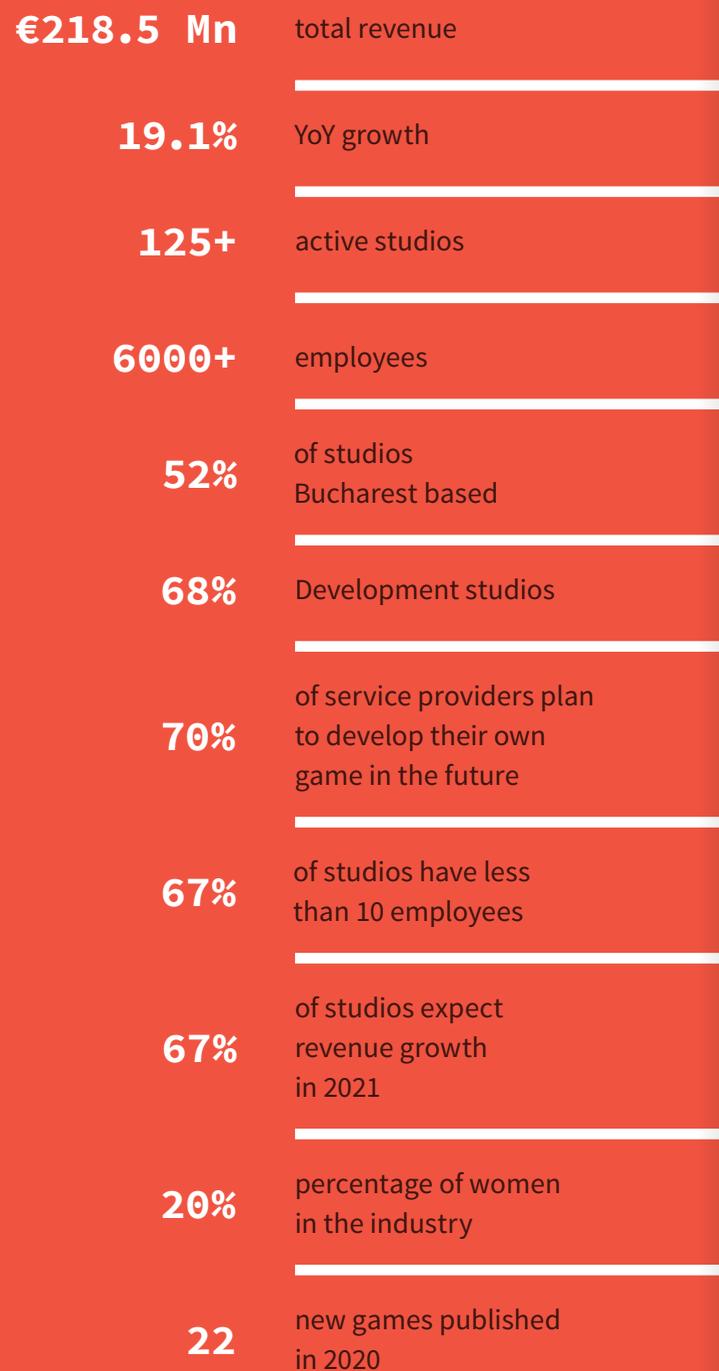
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With a steady revenue growth but also several other qualitative changes in the Romanian game development industry landscape, 2020 was a year of growth, consolidation and sustainable development for the industry.

The Romanian Gaming Industry has reported over 200 million EUR in revenue in 2020, according to data reported to the tax authorities. This means a 19.1% increase in revenue as compared to 2019, on par with the global YoY increase which was 19.2% according to Newzoo.

In terms of staffing, companies are reporting an average increase of 5% in total headcount. The number of studios reported has increased to 120 from the latest reported numbers.

As compared to the latest report, only 45% of studios interviewed have less than 10 employees (67% in 2018) while another 42% have between 10 and 100 employees.

Romania is a market of game developers, the studios that have “game development” as main activity (both original or as service providers) round up 67.9% (and 17% services and tools providers). Out of all service providers, 70% of them have an intention to develop their own games in the future.

Also in terms of revenue and geographical location the Romanian industry landscape has changed since 2018 with a less than 60% of studios located in Bucharest (as compared to almost 80% of studios located in Bucharest in 2018). After Bucharest, Cluj-Napoca establishes itself as a solid game development hub in Romania.

As compared to 2018, in 2020 only 37% of studios are using and expecting to rely solely on internal funds for development with over 60% of companies using or expecting to use external funding.

The concentration of revenue by the companies on top remains high however, the top 10 Romanian gaming companies accumulated 90% of the total local industry revenue, while the top 30 companies accumulated 98% of the revenue.

The number of women in the industry is also low as a whole, only 20% of the professionals in the local game dev community being women. The numbers look better if we look at the 15 biggest employers, 27% of the employees being women.

For the first time, RGDA has looked into the reasons why studios become inactive and almost 70% of them found themselves in the situation that after their game launched, it failed to provide enough revenue for the company to stay afloat.

Introduction

The yearly industry reports have become a staple of RGDA's activity and its efforts of representing and promoting the game development industry in Romania. We take this as a serious responsibility, as our industry reports have become the main reference point for investors looking at Romanian games studios and international companies looking to expand to Romania. In 2020 and 2021, we've seen the biggest number of international companies opening a presence in Romania in over 15 years – this is proof of both the continued accelerated growth of the games industry and of the maturity of the local game development sector.

We live in outstanding times. Our previous iteration of this report was released a few months before the COVID-19 pandemic, and that too has had a profound impact on the games industry. 2020 has been a record year for video games, and this is shown also in the results of the Romanian industry. We've passed the threshold of 200 million euros in combined revenue, and the number of independent studios creating games continues to grow. We also start to see some notable investments and acquisitions – further proof that the industry at large is taking note of Romanian talent.

As before, this year's report is based on public information and surveys conducted by RGDA, with the involvement of a significant number of companies and the majority of key local players. To provide the full picture on the local industry, we have included key results from the consumer survey conducted by RGDA during 2020. As such, this report represents the most thorough overview on the Romanian games industry, as a whole.

We will remain committed to our mission of building a stronger and successful video games ecosystem in Romania.

Catalin Butnariu,
President of the Romanian Game
Developers Association

The Global Games Market

\$86.3Bn
 Mobile game revenues in 2020 will account for 49% of the global market

2020 total
\$174.9Bn
 19.6 YoY

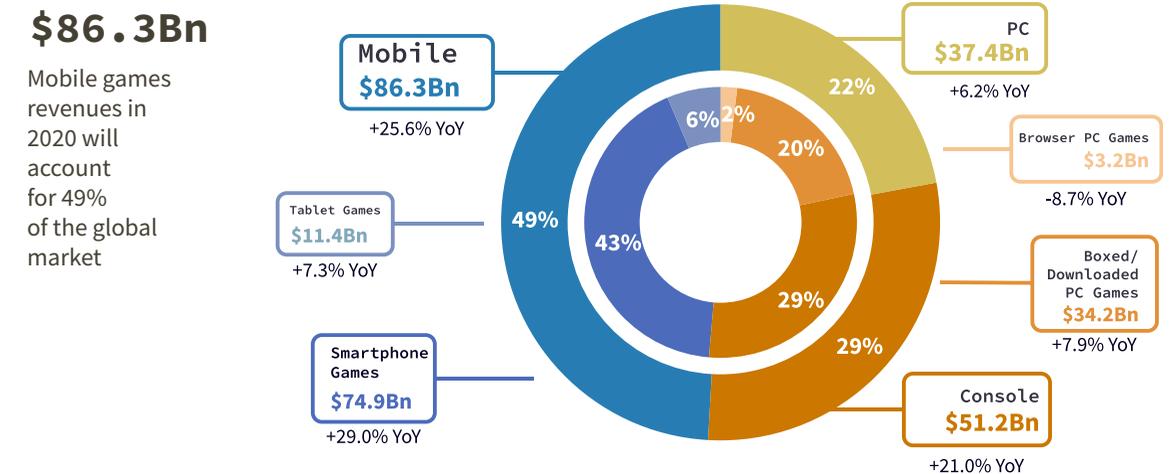
Games in Times of the Covid Pandemic

Gaming already was the dominant cultural environment of our times but during the pandemic the industry has increased even more in terms of revenue but also in its role in society, shaping cultures, uniting people and driving change. Due to unforeseen impacts of COVID-19 on the market, Newzoo has adjusted its forecast for 2020 revenue 2 times, reaching \$174.9 billion by October 2020. The YoY increase was over 20%, a big increase taking into account that the YoY increase in 2019 was only 9.6%. More and more people saw games as a way to get entertained during the harsh periods of

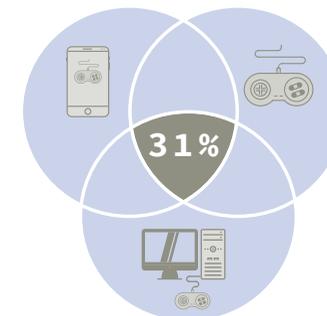
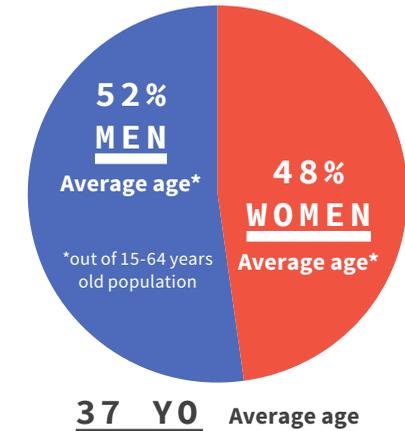
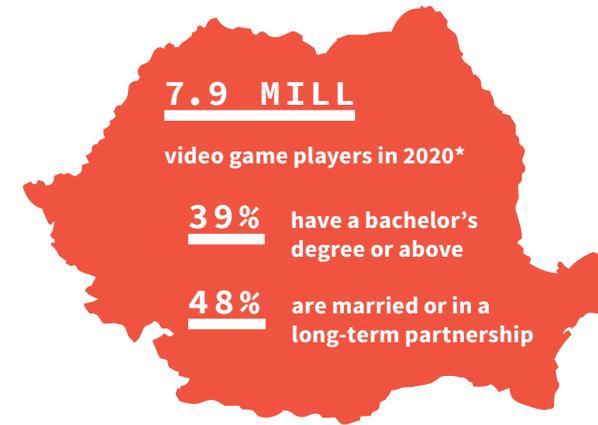
lockdown but also as ways to communicate with others online and feel connected to others through the power of gaming. The impact of the pandemic and the influence of gaming has also triggered bigger integration of games with other arts, games becoming the perfect online venues for traditionally offline art forms that were forced to find new ways to reach their public: live concerts being organized inside games (eg. Travis Scott concert in Fortnite) and even entire museum collections hosted inside (eg. Metropolitan Museum of Art's entire collection is now hosted in Animal Crossing).

2020 Global Games Market

per device & segment with year-on-year growth rates

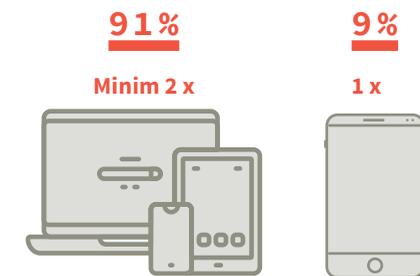


Romanian Video Games Consumer Study - 2020*



The biggest overlap is for players using three different platforms: mobile, PC/laptop and console.

A VIDEO GAME PLAYER USES ON AVERAGE 2-3 DEVICES IN ORDER TO PLAY



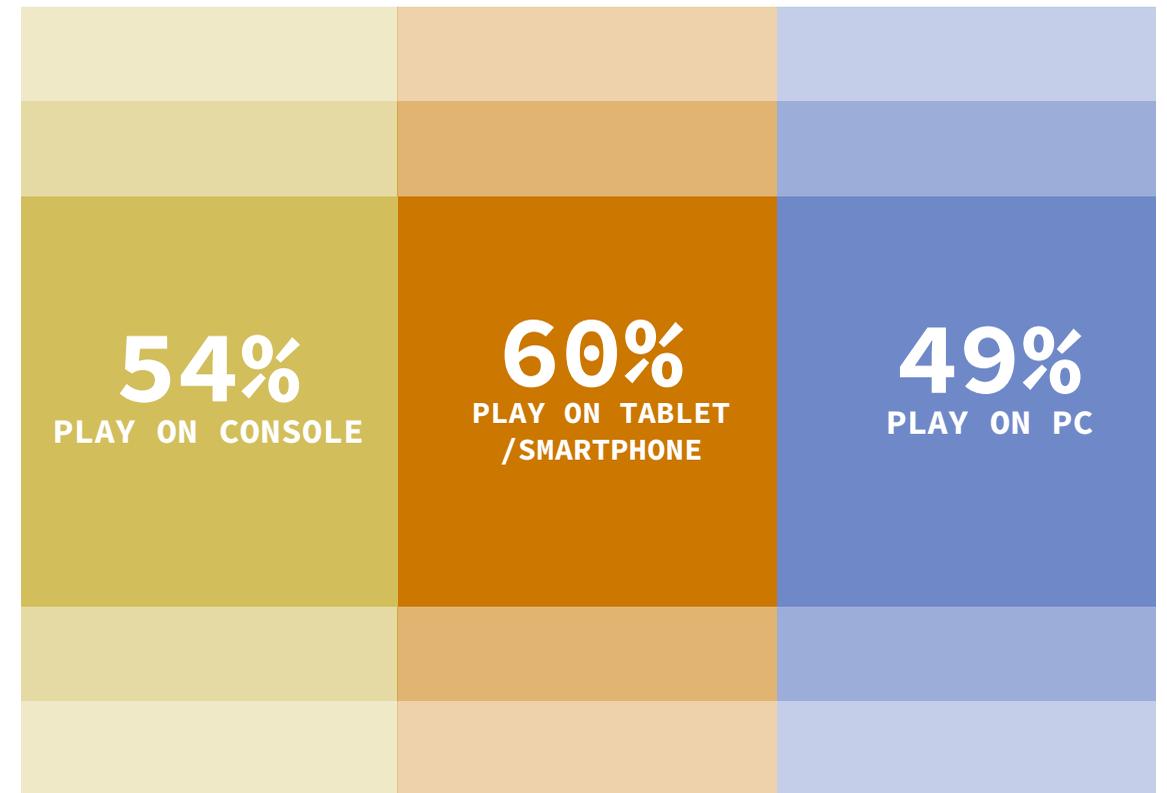
CONSOLE	COMPUTER	TABLET	MOBILE	SOCIAL MEDIA
68%	44%	23%	23%	14%
Pay 46 ron/month	Pay 24.43 ron/month	Pay 7.76 ron/month	Pay 8.56 ron/month	Pay 4.03 ron/month

*RGDA & iZI Data Market Research

Europe And The Gaming Industry

The European Video Games Player

50% of the population aged 6-64 play games



9.5 HOURS
Average playtime/week

31.3 YEARS OLD
Average age of a video
game player in Europe

Source: GameTrack data, provided by IPSOS MORI and commissioned by ISFE.

The European game development industry

4997
GAME DEV
STUDIOS

230
GAME
PUBLISHERS

86,953
PEOPLE
EMPLOYED

11.9BN EUR
TOTAL REVENUE

The European game development landscape

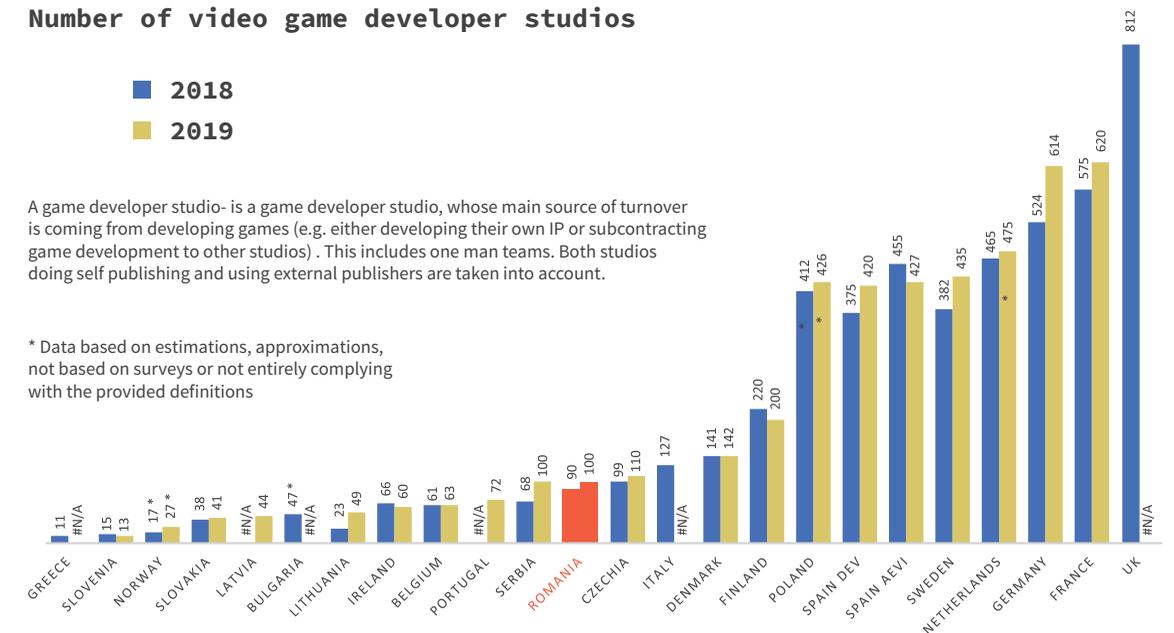
According to the first ever aggregated report on the game development industry in Europe, **the 2019 EGDF and ISFE Industry Insights Report**, France, Germany, The Netherlands, Sweden and Spain are the top 5 industries in terms of number of studios in Europe (with Romania on #12) while Romania reaches top 5 in Europe when it comes to number of people employed, behind France, Germany, Spain and Poland. In terms of revenue, the top earning industries in the European Union are France, Sweden, Finland, Spain and Germany (with Romania on #8).

Number of video game developer studios

■ 2018
■ 2019

A game developer studio- is a game developer studio, whose main source of turnover is coming from developing games (e.g. either developing their own IP or subcontracting game development to other studios). This includes one man teams. Both studios doing self publishing and using external publishers are taken into account.

* Data based on estimations, approximations, not based on surveys or not entirely complying with the provided definitions

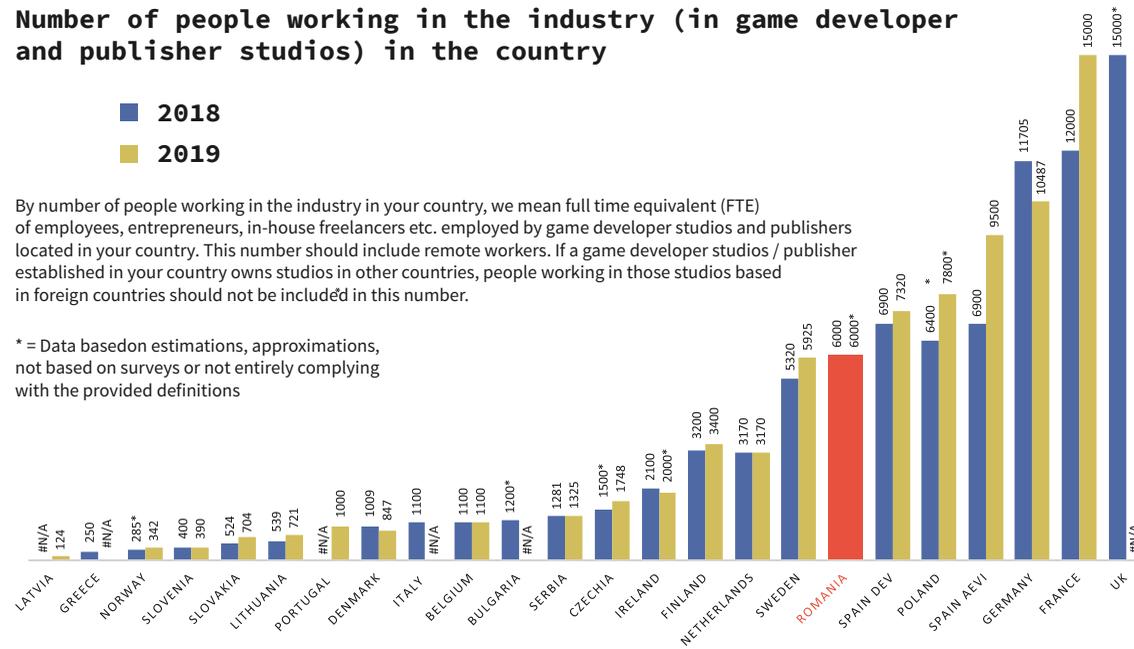


Number of people working in the industry (in game developer and publisher studios) in the country

■ 2018
■ 2019

By number of people working in the industry in your country, we mean full time equivalent (FTE) of employees, entrepreneurs, in-house freelancers etc. employed by game developer studios and publishers located in your country. This number should include remote workers. If a game developer studios / publisher established in your country owns studios in other countries, people working in those studios based in foreign countries should not be included in this number.

* = Data based on estimations, approximations, not based on surveys or not entirely complying with the provided definitions



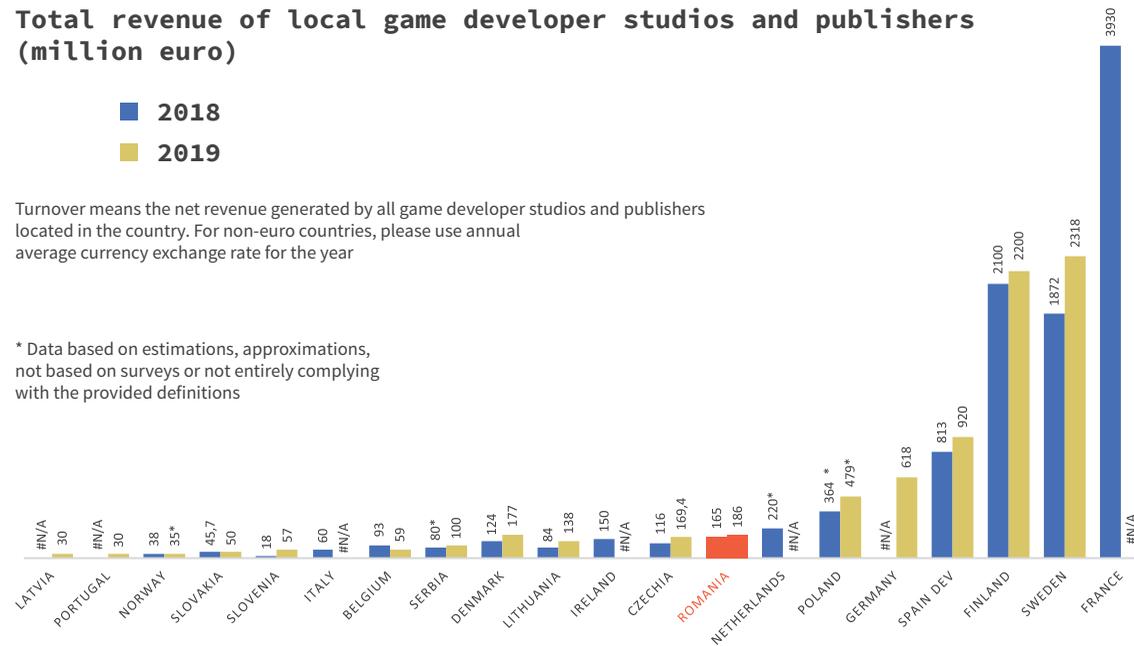
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Total revenue of local game developer studios and publishers (million euro)

■ 2018
■ 2019

Turnover means the net revenue generated by all game developer studios and publishers located in the country. For non-euro countries, please use annual average currency exchange rate for the year

* Data based on estimations, approximations, not based on surveys or not entirely complying with the provided definitions



Source: 2019 EGDF and ISFE Industry Insights Report. The report includes data on the number of employees in European countries such as Belgium, Bulgaria, Czechia, Denmark, Finland, France, Germany, Greece, Latvia, Lithuania, Ireland, Italy, Netherlands, Norway, Poland, Portugal, Romania, Serbia, Slovakia, Slovenia, Spain, Sweden, UK.

Women in Games Europe

While almost half of all gamers in Europe are women, only 20% of professionals in the game development industry in Europe are women.



Source for women video game players: GameTrack data, provided by IPSOS MORI and commissioned by ISFE.

Source for women employed in the industry: 2019 EGDF and ISFE Industry Insights Report. The report includes data on the number of employees in European countries such as Belgium, Bulgaria, Czechia, Denmark, Finland, France, Germany, Greece, Latvia, Lithuania, Ireland, Italy, Netherlands, Norway, Poland, Portugal, Romania, Serbia, Slovakia, Slovenia, Spain, Sweden, UK.

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The Romanian Game Development Industry

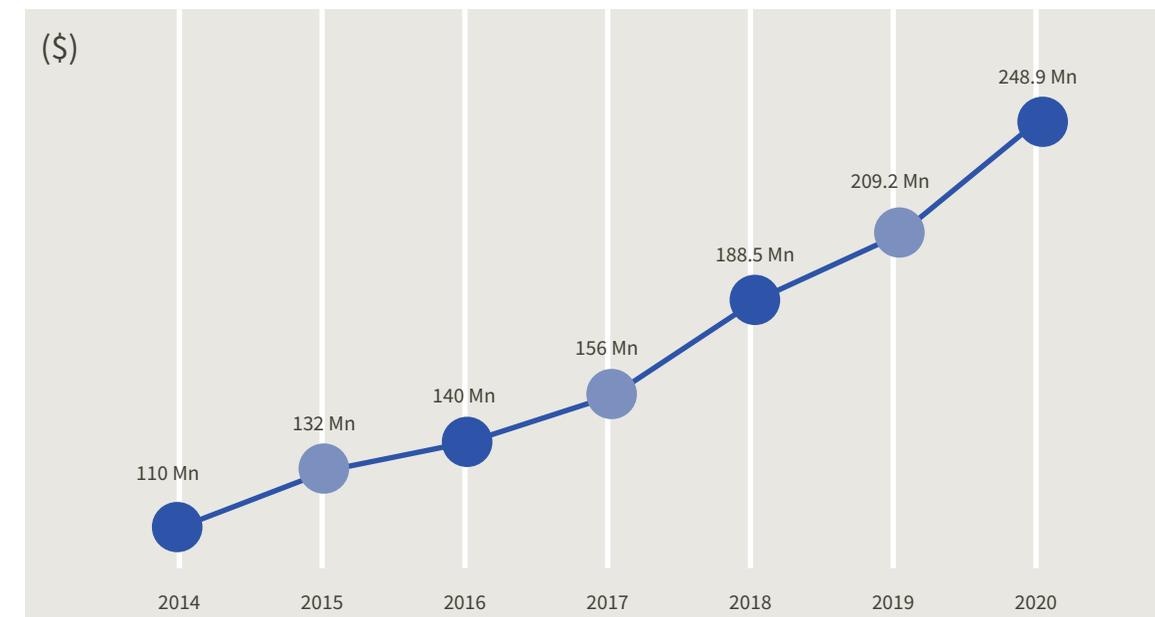
Short History & Timeline

Introduction

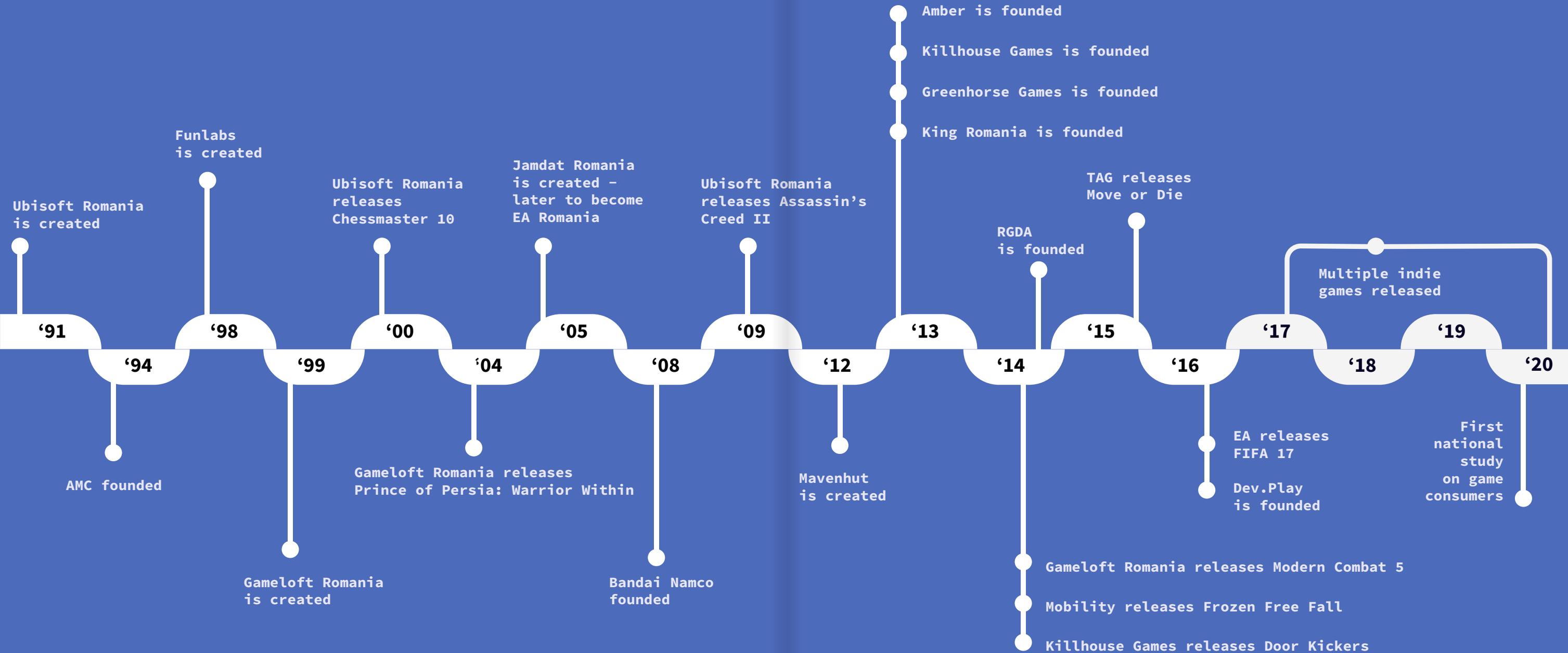
The video games industry in Romania currently comprises over 125 companies and some 6000 people working in this field, which places the country within the top 5 in the European Union. But the road to these figures was rather special – it does not exhibit the situation of one or more local companies reaching international success and then the industry being built around those firms. Instead, Romania features an interesting mix of top multinational companies with a significant presence and an active, growing, energetic community of independent creators.

Looking back at the history of video game development in the country, we can identify three major periods of time, mostly corresponding with the last three decades, with some partial overlap.

Total revenue growth



Timeline of The Romanian Game Industry



'90

'00

'10

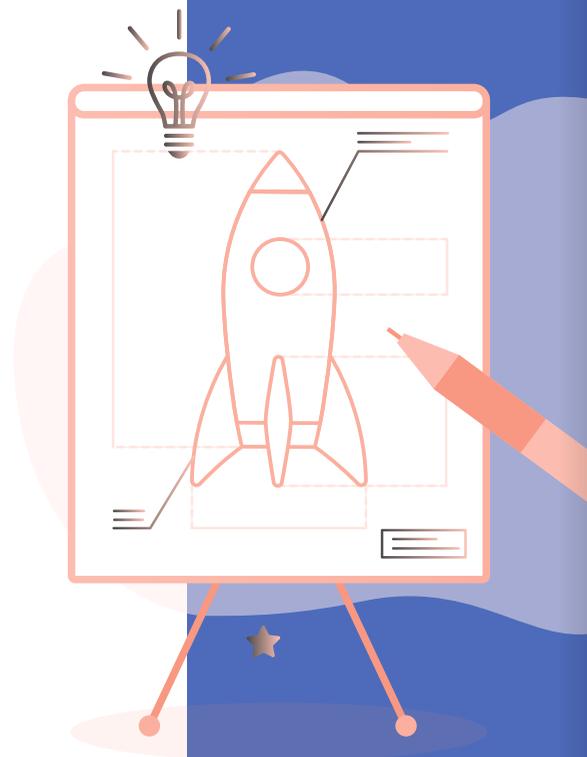
'20

The Starting Years (1991 - 1999)

It is commonly agreed that the Romanian games industry was kick-started by the arrival of **Ubisoft**, in 1991. Despite the country's political and economic instability at the time (communism had ended just 2 year before), the French company saw an opportunity and opened up a small development studio – an investment that would be considered bold by others, but it eventually paid off, with Ubisoft eventually reaching a staff of over 1000 people in two cities over the next couple of decades.

As Ubisoft was settling in, several other local pioneers were planting some early seeds as well. Two of the longest running Romanian game companies were founded during this time as well: **AMC Pixel Factory** – an art outsourcing company, working in games since 1998, rebranded to **AMC Romania** in 2018, and **Fun Labs** – founded in 1999, one of the first independent full-fledged game companies.

The mid-90's also witnessed the birth of the first Romanian major gaming magazines, **Game Over** (1996) and **Level** (1997). Those two (along with others that followed) were active for several years, with some of their senior staff usually transitioning to the game development industry themselves.



The Growth Stage (1999 - 2010)

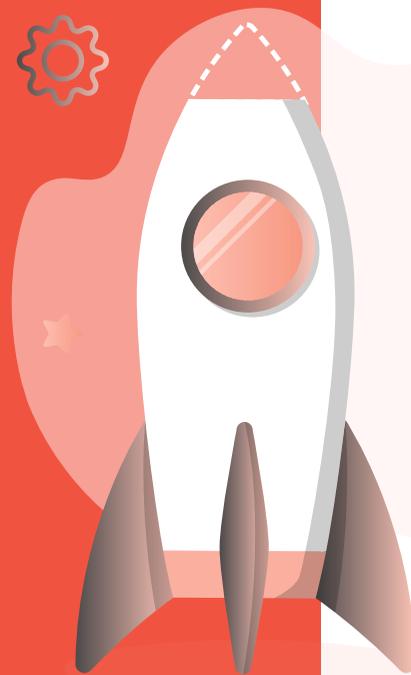
In 1999, **Gameloft Bucharest** was founded, led by former Ubisoft employees. Following a few early successes developed by the Bucharest studio, the company expanded fast, employing a few hundred people by the mid-2000s and eventually launching a second studio in Cluj.

Following in the footsteps of Ubisoft and Gameloft, major mobile publisher **Jamdat Mobile** opened a Bucharest office in 2005. The company became **Electronic Arts Romania** in 2006 and quickly established itself as one of the top three companies on the local market.

Later on, in 2007 another notable publisher to create a studio in Bucharest was Vivendi Games Mobile; the studio was later acquired by **Namco Bandai**, in 2008.

During this period, these major publishers have released multiple titles which had been fully developed in the Romanian studios, across franchises such as Red Alert, Harry Potter, Silent Hunter, Blazing Angels, King Kong, Mission Impossible, and more.

On the independent front, new start-ups included Cluj-based studios **Angry Mob Games** (2007) and **Idea Studios** (2007).



Dawn of the Indies (2010 – 2019)

At this point the local industry was well established and already including thousands of people working in games. The big publishers had navigated through the global economic crisis and maintained a strong presence in Romania. As the staff become more experienced, the local teams became more and more involved in the full production or co-production of top international AAA franchises (such as FIFA, Assassin's Creed, Ghost Recon, Modern Combat and others). A fifth major publisher, **King**, also opened a studio in Bucharest in 2013, but later downsized following internal restructuring and eventually closed down in 2019.

However, the biggest shift of this decade happened in the independent sector. Several important independent studios were founded in the early 2010s, such as **Atypical Games** (2011), **Mavenhut** (2012), Those **Awesome Guys** (2012), **Killhouse Games** (2013), **Greenhorse Games** (2013), **Mobility Games** (2013) and **Amber** (2013). The interest in the sector grew at an accelerated pace – over 75 new companies were founded between 2011 and 2019. Amber saw the fastest internal growth, reaching almost 300 people by the end of 2018.

As a natural expansion of the sector, some of these start-ups chose to operate in games-related fields (as opposed to games

for entertainment) such as, educational games, serious gaming, gamification, etc.

During this period, some of the independent studios also recorded important commercial releases, such as **Solitaire Arena** (by MavenHut), **Door Kickers** (by Killhouse Games), **Move or Die** (by Those Awesome Guys) and **Frozen Free Fall** (Mobility Games), to name just a few.

In 2014, the local industry gained a voice, by collectively supporting the creation of **RGDA – The Romanian Game Developers Association**. Later on, RGDA launched the regional games conference **Dev.Play** (in 2016), as a means to promote the local industry at an international level.

The second half of the decade saw the emergence of several educational programs, both through public universities and private initiatives (such as Game Dev Academy), along with business / start-up incubation or support programs (Carbon Incubator and Gamelab being two notable initiatives).

Present Day

Apart from adjusting to remote work for the long term in just a couple of weeks, the COVID pandemic didn't have much impact on the local industry, the industry didn't see unexpected growth due to the pandemic as in some other parts of the world and as seen on a global level as a whole.

However, the year of 2020 and the first half of 2021 have seen interesting developments in the local industry when it comes to a concentrated interest from abroad, with Romanian studios being acquired by well-known international companies (eg. Green Horse Games was acquired by Miniclip, Whyttest was acquired by Testronic group and AMC Romania was acquired by Keywords Studios) and international studios opening studios here (Funcom, Kolibri Games, Ten Square Games, Wolcen, GlobalStep, etc). A number of investors and investment funds in the industry have also expressed more interest in the local industry than ever before.



Romania's video game industry in 2020

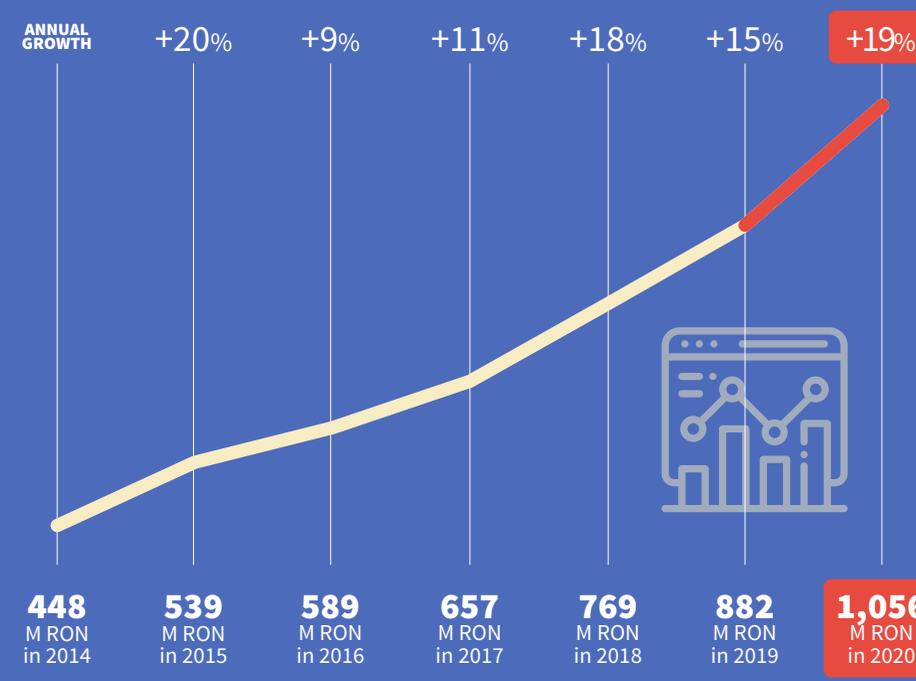
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Geographic concentration of developer studios



Evolution of the industry's value



Key achievements

19% annual growth expressed in RON

First study on video game players in Romania

The industry's value exceeded **218** million euros

Top 25 studios in Romania (by turnover)

- | | | |
|--------------------------------|--------------------|-----------------|
| Ubisoft Romania | AMC Romania | Killhouse Games |
| Electronic Arts Romania | Holotech Studios | TractorSetGo |
| Gameloft Romania | Those Awesome Guys | Greenlink Group |
| Amber Studio | Whyttest | Deadline |
| Playtika | Studio Firefly | PlayWing |
| Ati Studios | eRepublik | Atypical Games |
| Supper Hippo Games | Bandai Namco | Metagame Studio |
| Quantic Lab | Ovilex | |
| Green Horse Games | WitchHut | |

GAME CONSUMER INFO IN ROMANIA

* RGDA and iZi Data market research

Player profile

Players gender split **52%** male | **48%** female

SP vs. MP **47%** SP | **53%** MP

Players usually play on **2-3** gaming devices

Device preferences

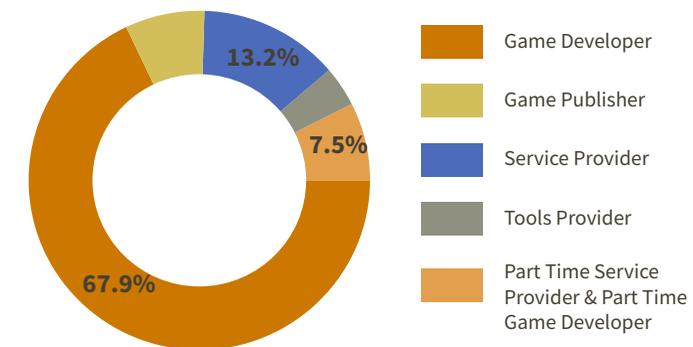
64.0% mobile
60% computer
20% tablet
16% console
14% browser
7% social media

Local Industry In Figures

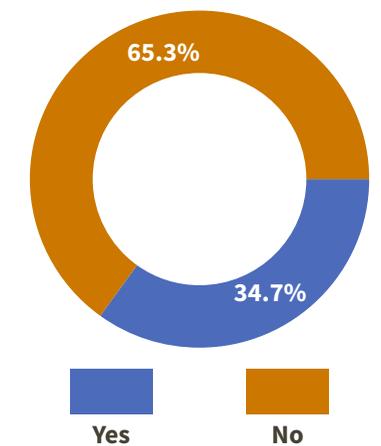
Game Studios by Main Activity

According to the Romanian Game Industry Survey 2020 conducted by RGDA in 2021 (54 studios participated in the survey) most studios (68%) identify as game developers (the main activity of the company is game development – either original or licensed IP) while 7.5% of studios identify as part time service providers and part time game developers. Only 3 companies identify as tools providers (Machinations, Altom and Out-of-the-Box plugins). Out of the entire lot participating, only 34.7% are offering custom services or tools for game development to third parties.

Which of the following best describes the MAIN* activity of your company?



Is your company involved in offering custom game development services to third parties or development of tools for the game development industry?



Games Released in 2020

RGDA has information about 24 games published* in 2020 which is more than the number of games published in 2019 and 2018 all together. This is a welcome trend considering the number of games developed in the country is relatively low if we look at the number of professionals working in the industry and the maturity level of the industry (with around 25% of the industry being over 12 years old).

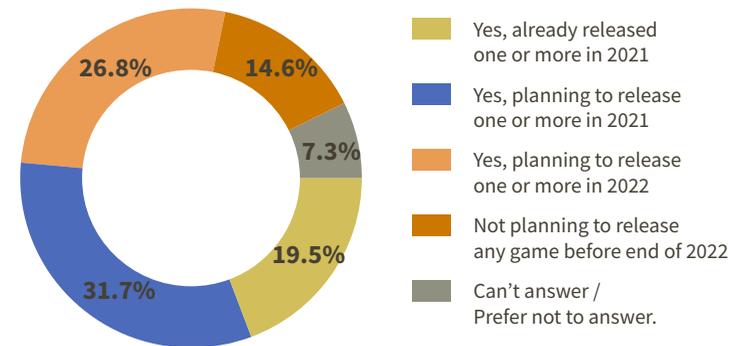
**The number of games developed by Romanian developers is most probably much higher due to a lot of under the radar launches on mobile platforms.*

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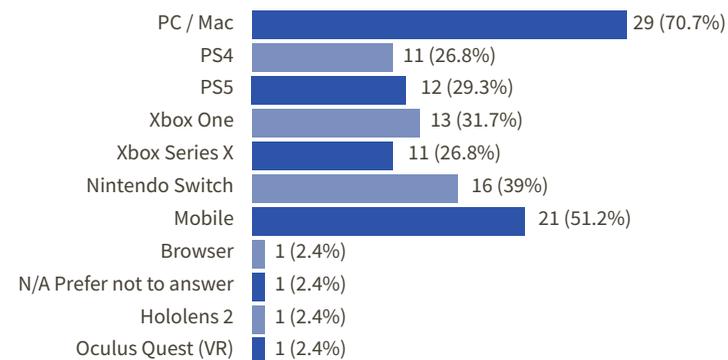
What the (immediate) future holds

Around 80% of the studios interviewed plan to release at least one game by the end of 2022. When it comes to the platforms studios plan to choose for their upcoming games, PC, Mobile and Switch are top three choice consistent with previous years trends.

Is your company planning to release a new game (either self-published or through an external publisher) in 2021 or 2022?



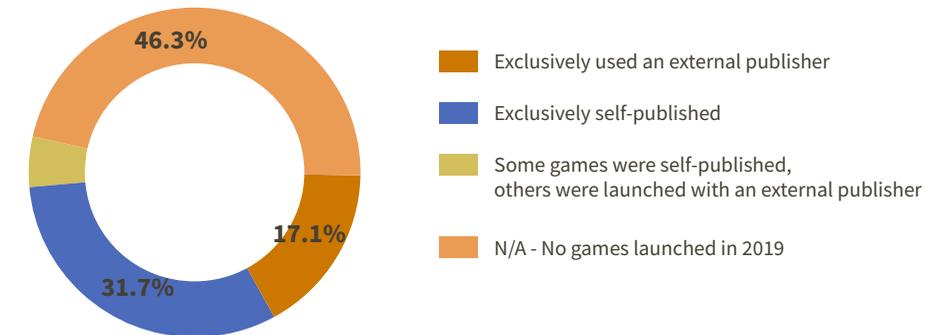
Which platforms is your company targeting for its upcoming game(s)?



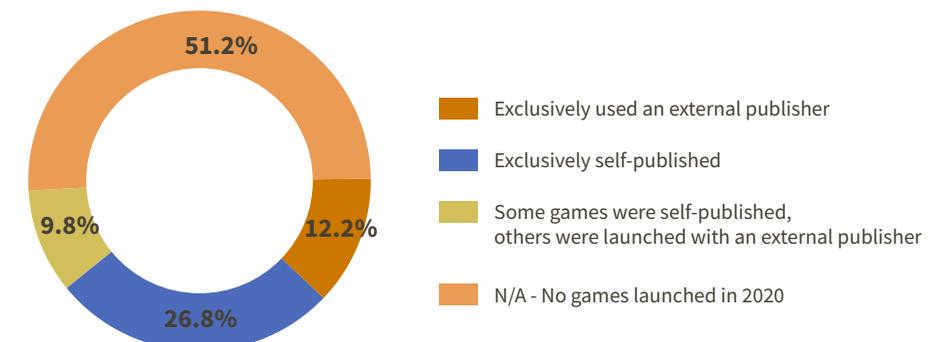
Publishing

Out of the games launched in 2019 and 2020 by Romanian game developers, for every game published by an external publisher there were two games self-published by their developers. The tendency is indeed to self-publish but it not clear if this is the case because developers wanted to publish it alone or couldn't find a publisher to help them market their games globally.

Did your game self-publish or use an external publisher when launching games(s) in 2019?



Did your game self-publish or use an external publisher when launching games(s) in 2020?



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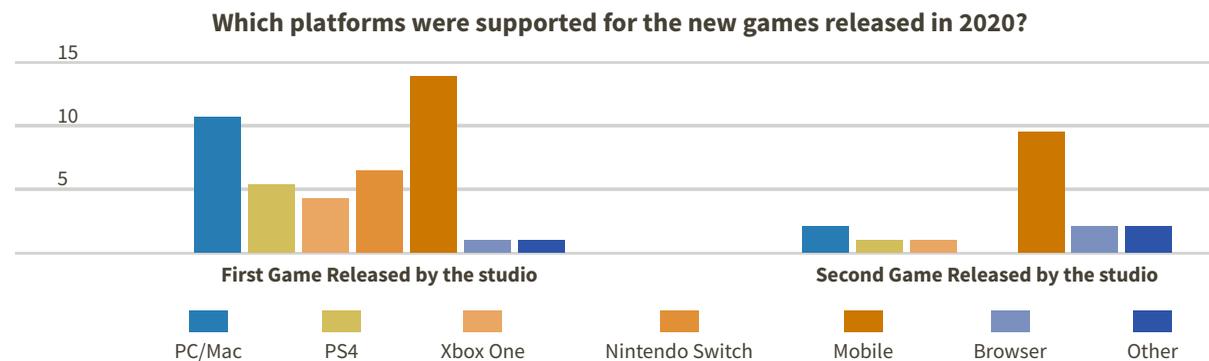
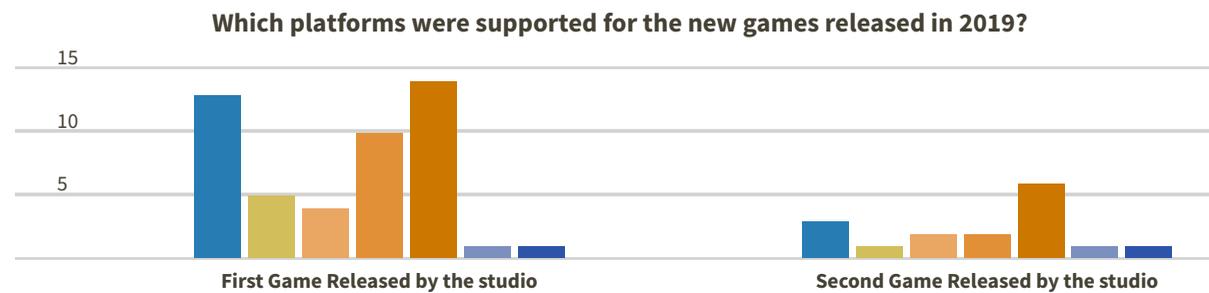
Platforms and Porting

When it comes down to what type of platforms our game developers are most inclined to release games on, the data from 2019 and 2020 suggest that PC and Mobile are the most used platforms while Nintendo Switch comes third in their preferences.

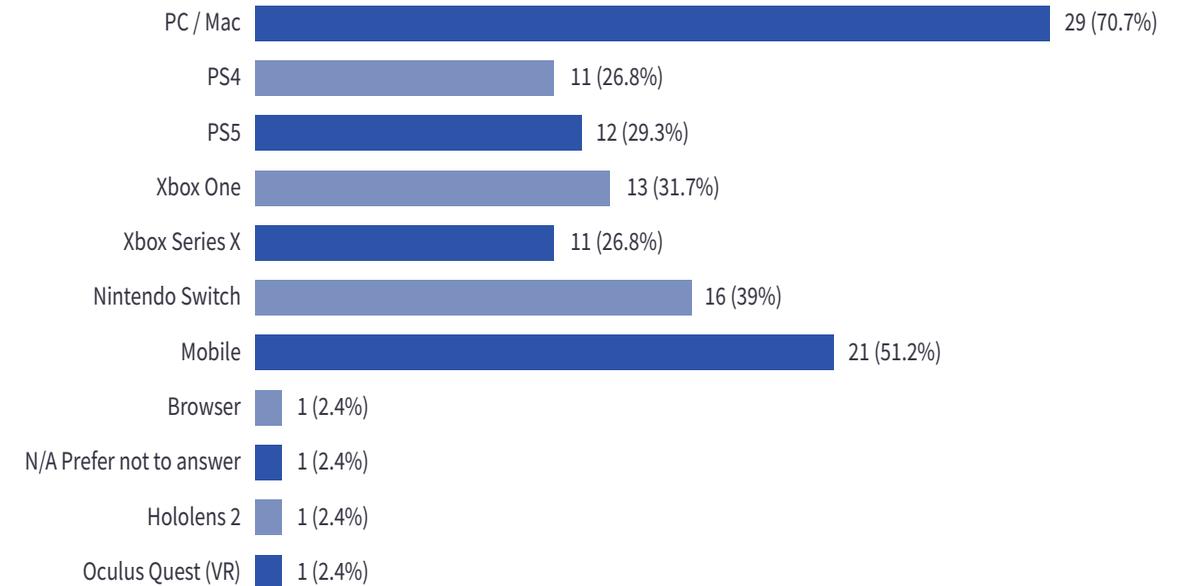
Looking at the immediate future, out of the studios participating in the survey conducted by RGDA only 15% do not plan to release any new game by the end of 2022. As for the platforms they plan to release new games on, PC, Mobile and Nintendo Switch are the top three choices for most.

When it comes to releasing games multiplatform, more that 50% of the studios participating in the survey have expressed the intention to release the game on at least 2 platforms.

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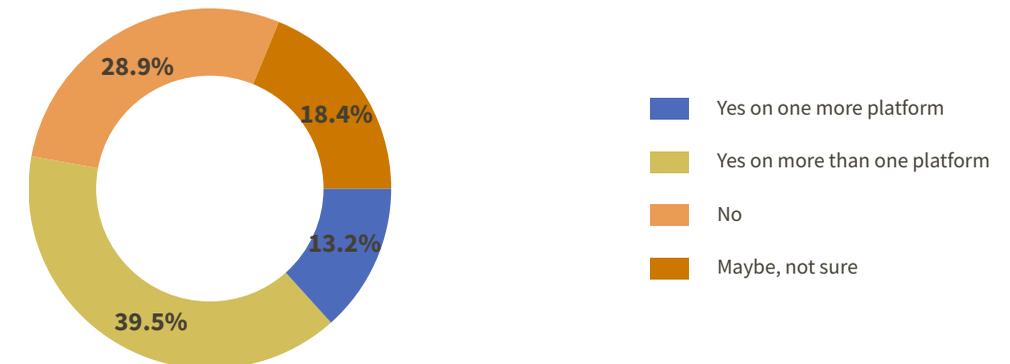


Which platforms is your company targeting for its upcoming game(s)?



{ 31 }

Are you planning to port any of your games in the near future?



The Industry and the Labor Market

In the first months of the pandemic when many businesses were shutting down or downsizing (even many IT&C companies working in outsourcing), the local game development industry employers were on a hiring spree, the industry at a global level seeing constant growth and requiring more hands on deck. Already having experience with occasional and even encouraged remote work before the pandemic, the industry had a smooth transition from offline to remote work.

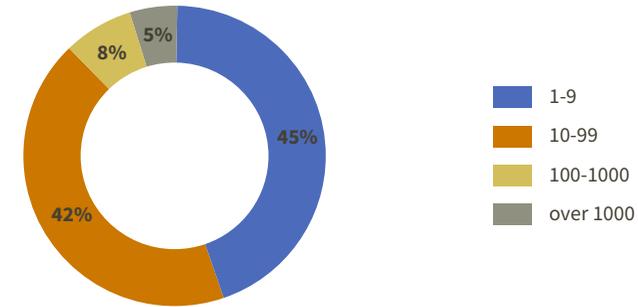
According to the 2021 edition of the Randstad Romania Employer Brand Study, Ubisoft Romania is the most desirable employer in the IT sector in the country. Ubisoft Romania (#27) and Electronic Arts Romania (#53) are also one of the top 100 most desirable employers according to the Catalyst Solution's Most Desirable Employers 2021 Study (in the fields of IT&C, Business, Engineering and Social Sciences).

{ 32 } Ubisoft Romania has also been listed as one of the top 10 companies in the IT&C sector in the country by number of employees (around 1800 people) as per the study conducted by ANIS, the national software association.

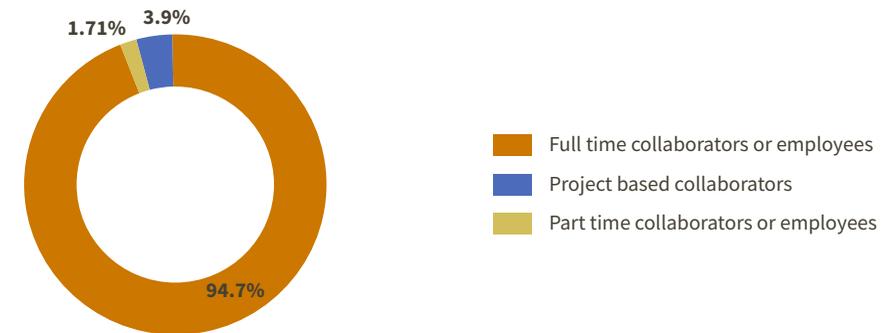
Although Ubisoft Romania is one of the biggest employers in the IT&C sector in the country and there are a few other companies in the same scale, the vast majority of studios in Romania (87%) have less than 100 employees and only 5% over 1000 employees. Also, most professionals in the industry (95% of the workforce as per the RGDA Employee Study) tend to work on a full-time basis as collaborators or employees, only 5% of them working project based or part-time. The industry is also overwhelmingly homogeneous when it comes to nationality, only 1% of all full time employees and collaborators working in the local industry are foreign nationals.

According a Employee/Collaborator Survey conducted by RGDA at the beginning of 2021, filled in by 37 companies in the industry, around 45% of all employees in the industry are working as QA, over 5% game and level designers, 7% artists, 15% engineers, around 11% product managers, business analysts and data scientists, while admin work totals around 4% of the employees in the studios surveyed.

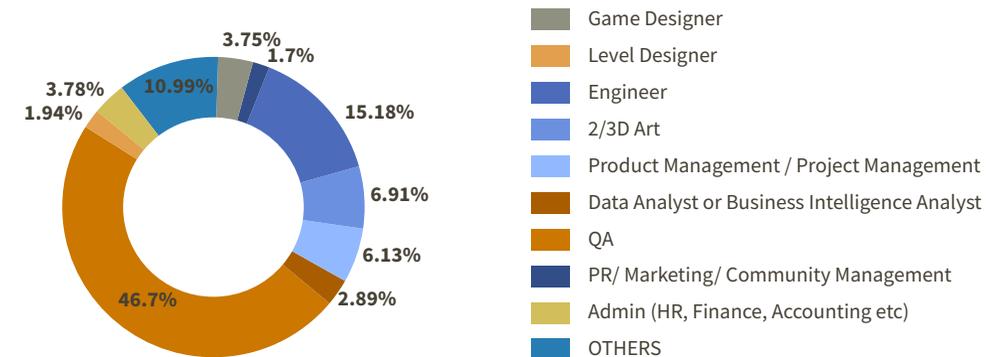
No.of employees per studio



Percentage of full-time employees or collaborators in the industry



Employees by Profession



Women in Games Romania

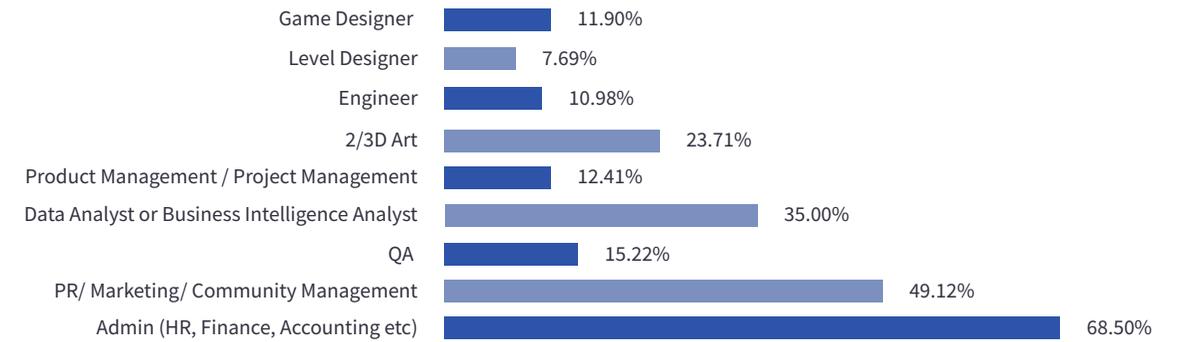
When it comes to the first 15 employers in the industry, 27% of their employees are women, well over the European average rate which is 20%. However, if you go further taking the entire local industry into account, small studios, entrepreneurial endeavors tend to have very few women involved. As is the case in many entrepreneurial endeavors in other industries as well, women tend to be less involved in startups of any kind (as founder or even employees), having a higher degree of risk adversity and preferring the stability a bigger company offers employees and collaborators.

In terms of the professions women hold in the industry, while they make only approximately 11% of game designers in Romania, they hold over 65% of the admin jobs, 23 % of the 2/3D art jobs and 35% data or business intelligence analyst jobs in the industry.

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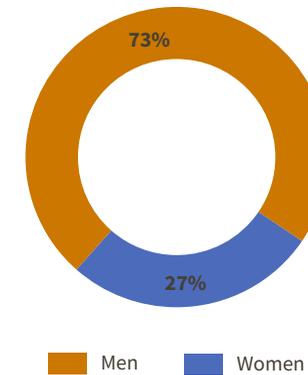


Women in Games (By Profession)

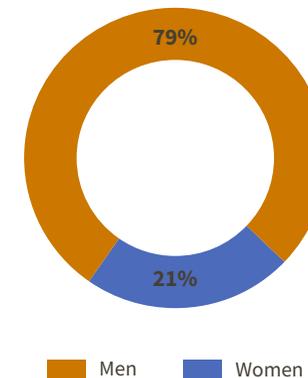


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Women in Games (Top 15 companies by number of employees)

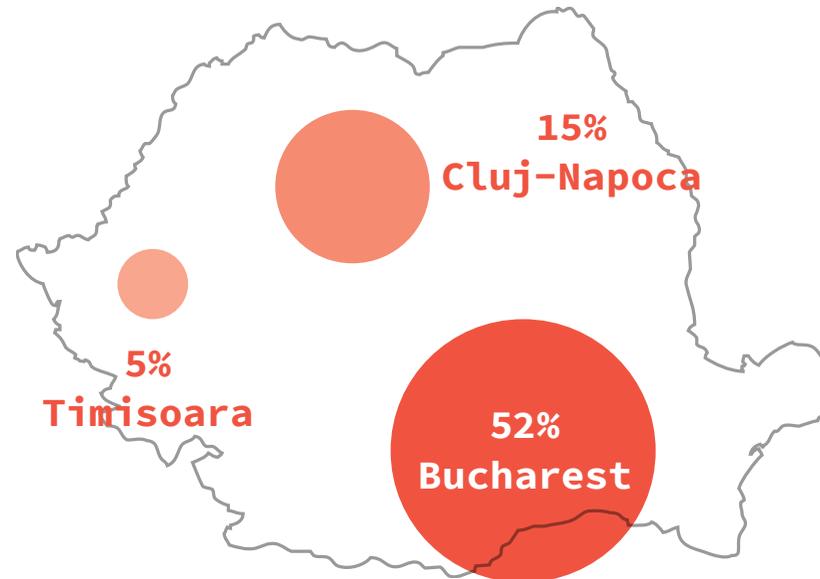


Women in Games (Industry as whole)



Geographic Distribution

The gaming industry follows the patterns already tailored to areas such as IT and BPO (Business Process Outsourcing), which concentrate their forces in Romania's capital city and major university centres. This distribution is dictated by the access to qualified resources, both in tech specializations and in other creative fields. According to the a RGDA study, out of the 127 active studios that have listed themselves in the database, in Bucharest one finds the offices of not less than 52% of the studios, including the big ones, which have the largest number of employees and implicitly generate the highest incomes. The trend of recent years, however, reflected the orientation of studios towards Cluj Napoca (15%) but also Timișoara (5%), Iasi (5%), Brasov (3%), Botosani, Targu Mures, Alexandria, Braila, Arad, Turda. Therefore, for 10+employees studios, Romania follows the patterns of the region (Poland, for example) which indicate a concentration of industry players at the capital level and a subsequent migration to the major university centers while small studios spawn everywhere. This trend seems to accelerate with remote work being the norm in the industry at this point in time and probably for the near future as well. It might not be a coincidence that the concentration around Bucharest fell from 77% in 2019 to 52% in 2020.

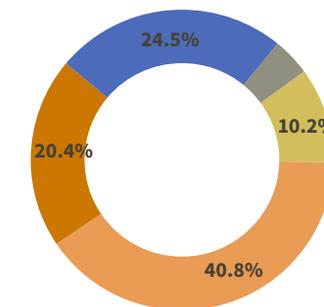


Total Revenue

Over 40% of the studios surveyed by RGDA have seen a significant increase in revenue in 2020 as compared to the previous year and over 20% saw a mild increase as well. While this cannot be necessarily corroborated with the pandemic, it can be correlated with

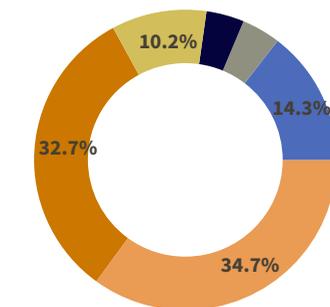
the fact that 2020 was a year with a greater number of games released than 2019 and 2018 combined. The upword trend in the industry seems to continue in 2021 as well with 60% of studios expecting significant or mild increase from the 2020 figures.

How did the total revenue for 2019 compare to 2018?



- Significant increase
- Mild increase
- More or less the same
- Mild decrease
- Significant decrease

Does your company expect an increase in revenue in 2021?



- Significant increase
- Mild increase
- More or less the same
- Mild decrease
- Significant decrease
- Cannot answer at the moment

Top 25 Companies By Revenue in 2020

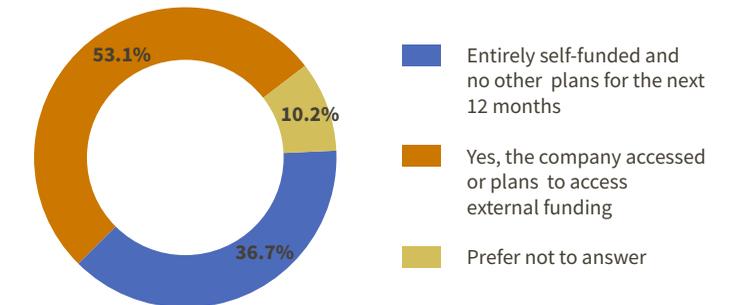
- 1 **Ubisoft Romania**
- 2 **Electronic Arts Romania**
- 3 **Gameloft Romania**
- 4 **Amber Studio**
- 5 **Playtika**
- 6 **Ati Studios**
- 7 **Supper Hippo Games/Nutaku**
- 8 **Quantic Lab**
- 9 **Green Horse Games**
- 10 **AMC Romania**
- 11 **Holotech Studios**
- 12 **Those Awesome Guys**
- 13 **Whyttest**
- 14 **Studio Firefly**
- 15 **eRepublik**
- 16 **Bandai Namco**
- 17 **Ovilex**
- 18 **WitchHut**
- 19 **Killhouse Games**
- 20 **TractorSetGo**
- 21 **Greenlink Group**
- 22 **Deadline**
- 23 **PlayWing**
- 24 **Atypical Games**
- 25 **Metagame Studio**

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External Funding

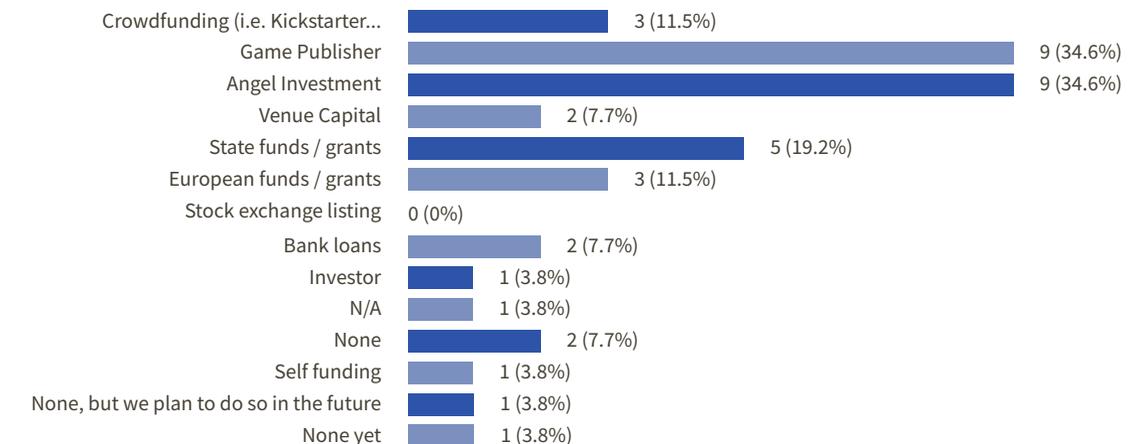
One of the signs of a more mature industry is the fact that as compared to our previous report done in 2019, more companies have accessed or plan to access external funding while developing their games (53%). However, most studios that accessed external funding have done so from publishers or angel investors (around 70%), signifying project based funds and lower amounts of capital invested.

In the last 3 years or in the next 1 year, has your company accessed, or plans to access, any external funding, or it has been entirely self-funded?



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What kind of external funding has your company accessed in the last 3 years (2018-2020)?



Legislative Environment Influencing the Game Dev Industry

The Industry and the Legislative Environment

In Romania, the ITC industry has benefited from a series of incentive measures: the exemption of the income tax for developers (2004), the state aid scheme for large investments in IT (2012), the Startup nation program (2016). These measures have contributed to the development of the IT industry, which currently employs over 113,000 people and generated about 6.8% of Romania's GDP in 2020.

These measures were also reflected in the gaming industry. The tax exemption that applies to programmers and other adjacent specialties contributed to the development of the domain, but also generated a certain orientation to technical skills and outsourcing. The gaming industry does not just need software developers, the development of a game involves many creative disciplines such as game designers or game artists, which are covered not by the tax exemption. Knowing that a balanced and sustainable development of the sector needs wider support from the authorities, as it happens in other countries where this sector is well developed, RGDA has started working on scheme of grants and incentives specifically orientated towards the game development sector and original IP creation which RGDA hopes to have into effect in the next few years.

Education System for Game Development

At the European level, Finland and Sweden are the most well-known and appreciated countries for studies in the field of game design. However, in recent years more and more universities are conducting study programs adjacent to the gaming industry: Oxford Royale Academy UK, Istituto Europeo Di Design, Madrid Spain, Infopulse University Kyiv Ukraine, Academy of Media Arts Koln Germany etc.

In Romania however, at the level of formal education, there was no structured framework, nor were there specific elements in the national curriculum to support the development of skills associated with the HR needs of the gaming industry.

In recent years, specific initiatives have emerged that respond to real market demands:

State University Degrees and Courses:

THE POLITEHNICA UNIVERSITY OF BUCHAREST

The Faculty of Automation and Computers runs a Master in Graphics, Multimedia and Virtual Reality with a focus on video game creation.

THE UNIVERSITY OF URBANISM AND ARCHITECTURE ION MINCU

It offers a “Game Design” course within the Faculty of Interior Architecture, the Department of Form and Ambient Studies. The course aims to familiarize students with the gaming industry and game design techniques. It is aimed at students in the final years and lasts one semester.

THE NATIONAL UNIVERSITY OF THEATRE ARTS AND CINEMATOGRAPHY / THE FACULTY OF FILM

It provides a Master Program in the Art of Game Design (day course, 2 years, in English) and is working on introducing the first bachelor’s Degree on Game Design in the country.

Industry Initiatives

The scarcity of formal education opportunities has led private companies to take the initiative to train the workforce in the field and to help young people interested in a career in gaming. Some of the most popular free-access programs organized by companies in the industry are:

AMC RO STUDIO

A pioneer in creating educational schemes aiming to shape the next generation of 3D digital artists (high-school and university students).

AMBER ACADEMY

Various short-term educational initiatives for high-school and university students in Bucharest, including crash-courses in game development and summer bootcamp programs.

GAMELOFT LEARNING CENTER

A lab launched together with the Politehnica University of Bucharest, within the university which offers 3D Engine, Advanced Debugging, Design Patterns, Memory management, Shaders, Cool Effects, Rendering Techniques and many more courses for students interested in game development.

UBISOFT

Various educational schemes, two of the most well-known ones being the Ubisoft Coding Campus (a six-month accelerated learning program for future game programmers) and the Ubisoft Gamecelerator for high-school students which is organized together with Junior Achievement Romania.

Private Academies

A number of private academies – many of them with industry's help – have created a number of paid courses where those interested to get a certification can do it in order to further pursue a career in the industry:

GAME DEV ACADEMY

The main educational center in Romania that offers professional courses on game development and the only accredited Unity center in the country. The academy has been created by industry professionals with considerable experience in the field.

NOBLEPROG

An international training and consulting group. Courses for Blender, Unity and Unreal Engine

MEDIA ACADEMY

The academy offers a wide range of audio and visual media courses such as: 3D Unreal engine course, intro to Maya, intro to 3DSMax, 3D modelling etc.

EDUKUBE

A specific 3D modelling courses for game development

LINK ACADEMY

Android Animation and Game Development courses

PIXELLAB TRAINING CENTER

It offers a range of graphic design courses, 3D gaming and character design courses and motion graphics courses.

Romanian Games Released In The Period 2017 - 2021

2021

date	name	platforms	developer	publisher
13/02/21	Chinese Zodiac Spell Factory		WitchHut	WitchHut
19/02/21	Joy the Pug		Charon Games	Charon Games
25/02/21	Vita De Vie - Soundcheck Attack		Deadline Games	Deadline Games
01/03/21	Wigmund. The Return of the Hidden Knights		The Scholastics	The Scholastics
12/03/21	Tadpole Tales		Andrei Cretu, Giacomo Autili, Tomer Barnea	Pinnical Studio
08/04/21	Viking Vengeance		Lowpoly Interactive	Lowpoly Interactive
08/04/21	Classified Stories: The Tome of Myrkah		RVL Games	RVL Games
14/05/21	Heterodox		Cosmin Nastasoiu	Phalanx Softworks
21/05/21	41 Hours		Texelworks	Valkyrie Initiative
28/05/21	Long Ago: A Puzzle Tale		GrimTalin	GrimTalin
04/06/21	The Handbook		Ivories Studios	Ivories Studios
10/06/21	Open Country		FUN Labs	505 Games
28/06/21	Drink Hub		LEHBROTHERS	LEHBROTHERS
28/07/21	Unbound: Worlds Apart		Alien Pixel Studios	Alien Pixel Studios
16/09/21	PalmRide		Pizza Fest	Pizza Fest
11/10/21	Eternium		DreamPrimer SRL	Making Fun, Inc.

2020

date	name	platforms	developer	publisher
10/01/20	Extreme Trucks Simulator		OviLex Software	OviLex Software
01/02/20	Bloody Bastards		Tibith	Tibith
05/04/20	Idle Farm Game	 	Profane Studios	Profane Studios
13/04/20	Football Rivals	 	Green Horse Games	Green Horse Games
01/05/20	Zombieland: AFK Survival		Metagame Studio	Sony Pictures Television
07/05/20	Titan Glory	 	Atypical Games	Atypical Games
21/05/20	BOSSGARD	 	Sand Sailor Studio	Sand Sailor Studio
03/06/20	Taxi Sim 2020	  	OviLex Software	OviLex Software
16/07/20	The Underground King		Two-Eyed Cyclops Games SRL	Two-Eyed Cyclops Games SRL
02/09/20	Raiders Of The Lost Island	 	Last Tales	Last Tales
01/10/20	Blastomancer		ZMVTest	ZMVTest
09/10/20	FIFA 21	   	Electronic Arts Romania	EA Sports
15/10/20	Vecter		Taranasus	Taranasus
20/10/20	7 Bones and 7 Stones – The Ritual		RunAroundGames	RunAroundGames
22/10/20	The Equinox Hunt		EvilStar Studios	EvilStar Studios
22/10/20	Ezaron Defense		RVL Games	RVL Games
29/10/20	Watch Dogs: Legion	  	Ubisoft Romania	Ubisoft
29/10/20	PositronX		Scorpius Games	Scorpius Games, Amber
03/11/20	Fear the Dread		Galactic Crows, Inc.	Galactic Crows, Inc.
03/11/20	Door Kickers 2: Task Force North		KillHouse Games	KillHouse Games
19/11/20	Verse Surf	 	SHOPSOFT	SHOPSOFT
14/12/20	Northern Lights		MadGoat Studio	MadGoat Studio

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2019

date	name	platforms	developer	publisher
18/04/19	BOSSGARD		Sand Sailor Studio	Sand Sailor Studio
01/05/19	Puzzle Herder		Tiny Trinket Games	Tiny Trinket Games
14/05/19	Forgive Me, Father...	 	Liberty Field	Liberty Field
31/05/19	Second Hand: Frankie's Revenge		Rikodu	Rikodu
01/09/19	Gibbous - A Cthulhu Adventure		Stuck In Attic	Stuck In Attic
07/09/19	Raiders Of The Lost Island		Last Tales	Last Tales
12/11/19	Yaga		Breadcrumbs Interactive	Versus Evil
05/12/19	Interrogation		Critique Gaming	Critique Gaming
02/08/19	Space Mercs		Bearded Giant Games	bearded Giant Games
17/07/19	Sea King		Interactive Stone	Interactive Stone
30/09/19	Swordrite		WolflandGames	WolflandGames
04/11/19	Vecter		Taranasus	Taranasus

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2018

date	name	platforms	developer	publisher
04/01/18	Ironbound		Secret Level	Making Fun, Inc.
15/03/18	The Adventures of Elena Temple		GrimTalin	GrimTalin
18/05/18	Civitem		LW Games	LW Games
01/06/18	Azuran Tales: Trials		Tiny Trinket Games	Tiny Trinket Games, Phangd
07/06/18	Gray Dawn		Interactive Stone	Interactive Stone
04/09/18	Rumble Heroes		Amber	Rogue Games
10/09/18	Door Kickers: Action Squad		KillHouse Games	KillHouse Games
28/09/18	Blink: Rogues		Fox Dive Studio	Fox Dive Studio
09/11/18	Breakout		FinalBit	FinalBit
20/12/18	Cake Laboratory		Square Heads Games	GrimTalin

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2017

date	name	platforms	developer	publisher
08/02/17	Link Twin		Amber	Carbon Incubator
22/04/17	Idle Space Race		Profane Studios	Hippo Tap
26/04/17	Battle Riders		OneManTeam	OneManTeam
05/06/17	Don't Tax Me Bro!		Tibith	Tibith
15/06/17	Gorescript		Sergiu Bucur	AmusedSloth
25/06/17	Solitaire Chronicles: Wild Guns		Big Blue Studios	Big Blue Studios
11/07/17	Black The Fall		Sand Sailor Studio	Square Enix
04/08/17	TAURONOS		cavaliere/ro & 16bit Nights	16-Bit Nights
04/08/17	MINDNIGHT		No Moon	No Moon
01/09/17	Radiation City		Atypical Games	Atypical Games
02/11/17	Ebony Spire: Heresy		Bearded Giant Games	Bearded Giant Games
09/11/17	Tap Busters: Galaxy Heroes		Metagame	Tilting Point
11/11/17	Sky Gamblers - Infinite Jets		Atypical Games	Atypical Games
07/12/17	Marble Land		Devious Technologies	Devious Technologies
19/12/17	Brawlout		Angry Mob Games	Angry Mob Games

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Romanian Game Development Studios Listing

- 16 bit nights
- 2D-3D DEVELOPMENT ART
- Alien Pixel
- Altom
- Amber Studio
- AMC Romania
- Amused Sloth
- Angry Mob Games
- Ascendia
- Ati Studios
- Atypical Games
- Augmented Arts
- Bad Wolf Game
- Bandai Namco
- Bearded Giant Games
- BigBlue Studios
- Breadcrumbs Interactive
- Bulky Brains
- Carbon Incubator
- Cartea Daliei
- Charon Games
- Cosmin Mirza PFA
- Creative Castle
- Critique Gaming
- DAAATS Engineering
- Darkania Works
- Deadline
- Deep Byte Studios
- Devious Technologies
- Digitap
- DPS Games (Devpros Software)
- Dream Primer
- Dreambuilders Studio
- Edgeflow
- Electronic Arts Romania
- eRepublik
- EvilStar Studios
- Evolve Media
- Exosyphen Studios
- FaeryDust Games
- Firebyte
- Fireseer Games
- Flat Hill Games
- Fox Dive Studio
- Fun Labs Romania
- Funcom
- FUNTAPTIC
- Gali Interactive
- GameDev Academy
- Gameloft Romania
- Gamerina
- Gamify
- Ganalogics
- Gley
- Globalstep
- Green Horse Games
- Greenlink Group
- Grimtalin
- Gummycat Studio
- Holotech Studios
- Iancu makes games alone
- Idea Studios
- Interactive Stone
- IV Metal Foundry
- JeFawk's Spaghetorium
- Kappsule Studio
- Killhouse Games
- Kolibri Games
- Last Tales
- LCC Studio
- Liberty Field
- Lowpoly Interactive
- Lucaciu Studio
- LW Games
- Machinations Labs
- MadGoat Studio
- Mana Core Games
- Marionette Studio
- Meow Studios
- Metagame Studio
- Mill Games
- Mind Treat Studios
- Modular Evolution
- Moroi Springs
- No Moon
- Notic Games
- Omnidream Creations
- ORKAAN
- Otinsoft
- Ovilex
- Phenomenon Games
- PixelRam
- Pizza Games
- Playtika
- PlayWing
- Pronetis Games (Part of Pronetis SRL)
- PVP Studio
- Pyrognomic Software
- Quadom
- Quantic Beans
- Quantic Lab
- Quarks Interactive
- Rikodu
- RVL Games
- Sand Sailor Studio
- Secret Level
- Secret Sauce
- Splinter Games
- Square Heads Games
- Stuck In Attic
- Studio Firefly
- Super Hippo Games / Nutaku
- Super Play
- Taranasus
- Ten Square Games
- Those Awesome Guys
- Tiny Trinket Games
- TractorSetGo
- Transylgama
- Twodoor Games
- Ubisoft
- Very simple Idea Studios
- Watercolor Games
- White Pond Games
- Whyttest
- WitchHut
- Wolcen

Alien Pixel



A small team of young and dedicated professionals, AlienPixel is a game development studio created in 2016 in Bucharest, Romania. Their main game title, Unbound: Worlds Apart is set to release in 2020 and is one of the most promising games developed in Romania.

Altom



We are a software testing company providing high-quality services and specialized training courses. Our team comprises skillful and enthusiastic testers keen on exploring every side of the clients' software, working together with them to better understand their needs. In our strive for improved services, we have created a collection of tools that enhance testing and deliver more efficient solutions. AltUnity Tester is one of the most used tools in the game development industry, allowing users to find objects in their game and interact with them using tests written in C#, Python or Java. Users can run tests on real devices (mobile, PCs, etc.) or inside the Unity Editor. AltUnity Tester is free and it can be downloaded from Unity Asset Store.

Amber Studio



Created in 2014, Amber Studio is the place where games go mobile. They delivered complex projects on all major mobile platforms, such as iOS, Android, Windows Phone 8, Windows Store 8/8.1, Blackberry/QNX, Samsung & LG Smart TV platforms. They employed development frameworks and utilities such as Unity3D, Cocos2D, Marmalade, FMOD. Amber Studio are the ones behind the well known Disney mobile game Cinderella Free Fall.

AMC Romania



AMC is a leading & innovative art boutique studio for the games industry, operating in Romania for more than 20 years. A pioneer in the industry of graphic design for video games, AMC has earned the reputation of a vibrant graphic design and creation, enabling long-lasting partnerships with major worldwide video games and media producers such as: Warner Brothers, Sony, Walt Disney, Activision, Trion Worlds and others.

Angry Mob Games



Angry Mob Games is a game development company. Originally focused on mobile game development, and having worked with I.P.s like Alien vs Predator, the team is now focused on defying genre boundaries to deliver next-generation gaming experiences on console platforms. The studio was founded in 2007, when they started by doing various work-for-hire projects on titles for consoles and PC. After gaining valuable experience with high-end titles, they took the next step and moved to working exclusively on their in-house game projects, ever since 2009.

Bandai Namco



BANDAI NAMCO Entertainment Romania is a developer of mobile content for all major Smartphone and tablet platforms. The company has been around for 8 years now and is known for developing titles such as Digimon Heroes!™, PAC-MAN™, PAC-MAN Championship Edition DX™, Bird Zapper™, Bug Assault™, Buccaneer Blitz™, Duck, Duck, Quack!™, Fossil Feast™, Knights Arena™, No Red T-Shirts™, and Bird Zapper: Seasons™. The BANDAI-NAMCO Group will constantly strive to be a pioneer, aiming to become the “World’s Most Inspiring Entertainment Group” capable of consistently offering Dreams, Fun and Inspiration to people of all ages around the world.

Breadcrumbs Interactive



Breadcrumbs is a games studio focused on creating worlds that you can get lost in. They are a team of game developers who spent some years in the mobile field and found that they wanted to create a more meaningful gaming experience. Ideas were thrown around, heads were banged on walls, pencil heads were chewed and ultimately they decided to mix the love for roguelikes with the love for narrative and choice based games.

Bulky Brains



BulkyBrains is a game development studio with a team that focuses on transparent and open communication, strong team spirit and most importantly, great flexibility. They developed casual and hyper-casual mobile games that are unique, addictive and fun like “Bubble Bunch”, “Ramped Up”, “Dunker.io” and “Hammer Smash”.

Cappuccino Brew Studios



Cappuccino Brew studios is an indie game developer studio born in 2019 working on their first title “Project Kofie” a game they are developing in Unreal Engine

Critique Gaming



The Critique Gaming team is an eclectic squad of people with very different social educational backgrounds, from law and economy to art and programming, with very diverse skillsets. They have gathered with the mission of making pointful games that explore important contemporary questions

Deep Byte Studios



Based in Timisoara, Romania, Deep Byte Studios is a game development studio that developed and released two games - Vertigo Racing and Abyss Attack. Their games amassed over 10 million downloads and an average of more than 4 stars rating so give them a try!

DIGITAP



Digitap: Competitive Social Gaming in the Browser – Digitap is building the world’s first casual casual gaming mobile platform exclusively for the browser as an installable web app.

Dream Builders



Dream Builders is a game development studio formed back in 2007 by professionals of the industry, focusing on bringing good, premium games to the market. Their initial title Strike Wing: Raptor Rising is a mission based space simulator was published in 2013 while their second game, Stellar Wanderer, a space simulator/open world RPG was published in 2016.

Edgeflow



Edgeflow is an art production studio from Timisoara, Romania that is committed to creating high quality digital art content, specializing in assets for games and other real time applications. The team is focused on producing high quality services with an efficient and reliable pipeline set up through multiple years of working together. They worked on projects like “Future Field Lab” and “Office safety Training”.

Electronic Arts



Electronic Arts Inc. is the world’s largest video game publisher and it delivers games, content and online services for Internet-connected consoles, personal computers, mobile phones and tablets. It is famous for many blockbuster games such as The Sims™, Madden NFL, EA SPORTS™ FIFA, Battlefield™, Dragon Age™ and Plants vs. Zombies™. EA Romania was created in 2006 proudly hosts teams that worked on creating games such as EA SPORTS FIFA, Need for Speed and UFC. The EA Romania Testing Division is dedicated to testing most of EA’s key franchises on a range of platforms.

EvilStar Studios



EvilStar Studios is a small indie game development team from Romania, mainly focusing on getting themselves out there. Since 2014, they participated in several competitions and developed titles like “The Equinox Hunt”, “Shape Rivals”, “Mexico Escape” and “Platform of Survival”

FaeryDust Games



FaeryDust Games is a passionate group of techs, creatives and geeks which form the Romanian-based indie studio since 2013. Their team covers all aspects of development for PC, mobile and consoles. They value personal growth, technical mastery and continuous learning, but most importantly, they love their players.

Firebyte Games



Firebyte Games is a mobile games development start-up studio located in Cluj-Napoca, Romania. They make games through passion and dedication for everyone. Their vision reflects in a world where people interact with one another in a fun way through technology. Their mission is to deliver the finest quality strategy games that people will play for ages. Believing that good ideas come from great people with an outside-the-box mindset and continuous thirst for knowledge, they gather the best team in order to make the best games.

Firefly Studios



Firefly Studios is a company based in Cluj, Romania, full of passionate, talented people that are focused on creating amazing experiences through mobile games. They enable some of the world's foremost mobile game companies to bring amazing experiences to their players.

Fox Dive



Fox Dive Studios is mainly made out of game industry veterans with a sprinkle of new blood from other experienced software developers. The team has the same dream - to make games that matter and that is how "Blink: Rogues" appeared - a nostalgia driven shoot em up combining classic arcade elements with modern day arena style combat

GameDev Academy



GameDev Academy are the only training center in Romania that offers professional courses on game development. There is already a community of more than 6000 people working in this industry. However, few people have had access to courses and trainings in this area which until now has been completely foreign to anyone interested in a career as a game developer. GameDev Academy is also the first Unity authorized training center in Romania.

GameLoft



Established early 2000, Gameloft Romania has always been one of the frontrunners and standard bearers in the industry. Gameloft Romania creates and tests games developing at the same time, through Gameloft Enterprise Solutions, apps, tools and platforms for our entire worldwide network. With 750 employees located in Bucharest & Cluj, the studios created & developed successful titles such as Modern Combat 5, Sniper Fury, Iron Blade, Asphalt Street Storm, NOVA 1, 2 & 3, Backstab, The Dark Knight Rises, Starfront: Collision, Ferrari GT, Asphalt 5, Asphalt 6, Brothers in Arms 2: Global Front and many more.

Gamify



Gamify a Business is an award winning design studio with 63 prizes in 2015. Ad agencies and brands collaborate with this studio to create and implement top-notch projects on a variety of platforms including Kinect, iOS, Augmented Reality, Facebook, Android or everything new. Enter their website to view the list of projects.

Gamerina



Gamerina is a publisher and developer of fashion, makeup and hairstyle games with a team of 13 talented people and more than 10 years of experience in developing, publishing and monetizing apps browser games.

Greenhorse



Greenhorse Games is a company dedicated in building online games comprised of a small but talented group of people that share the same passion for delivering great gaming experiences that reach and connect users all around the world. They are results oriented, responsible and interested in growth.

GrimTalin



GrimTalin, based in Iasi, Romania are embracing the indie life, one quirky game at a time. They first title, “The Adventures of Elena Temple” was released for Nintendo Switch and PC and they are currently working on “Long Ago: A Puzzle Tale”. They are also the publisher of Rollin’ Eggz, a popular Switch game developed by Square Heads Games.

Holotech Studios



Holotech Studios SRL is a Romanian Indie start-up, created by a few game development veterans. Its maiden product is FaceRig. FaceRig is a software that allows anyone to embody and animate outstanding real time CG character portraits via motion capture from a webcam stream or via direct puppeteering controls. It is meant to become a cross-platform, open, accessible real time digital actor framework for home or business use. The program has launched on the Steam digital distribution service on the 7th of July 2015.

Interactive Stone



Interactive Stone is a game development studio from Iasi, Romania and the developers of Gray Dawn, a first-person religious Horror game that was launched in June 2018. Since then, the game attracted a lot of attention and is currently sitting on very positive reviews on steam

Killhouse Games



KillHouse Games was founded in late 2012 by veterans of the local games industry. Having worked for Ubisoft, EA, King etc, they decided to go indie and do great games. They are focused on hardcore strategy titles but try to bring them to the masses with very polished and accesible gameplay and interface. Their first title – Door Kickers – is a prime example of “Early Access done right, and was critically acclaimed on both PC and tablets. It was named “Tactical Game of the Year 2014” by Rock Paper Shotgun and has sold over 500.000 on all platforms combined.

Kolibri Games



We are Kolibri Games Bucharest – a branch of Kolibri Games, Europe’s most successful mobile games startup and the makers of Idle Miner Tycoon. We aspire to be the most player-oriented games company in the world! Combined, our games have reached over 150 million downloads across the globe. In our Bucharest branch, we work hard on growing our presence in the idle games market by expanding the Idle Miner Tycoon universe.

Last Tales



If you're looking for an adventure party game where you need to work together AND follow your own interest at the same time, "Raiders of The Lost Island" is the game for you. The title, created by Last Tales studio was released for early access in August 2019 and it brings together four explorers on a sinking island where the rising water threatens to swallow them all. Win alone, or die together!

Lucaciu Studio



LucaciuStudio

Lucaciu Studio is a small game development studio created by industry veterans with over 15 years of experience in the premium casual sector. We are best known for the Daydream Mosaics series as well as for the services provided to the Jewel Match series which helped games like "Jewel Match Origins" earn "Best Match3/Puzzle Game" of the year in 2020 or "Jewel Match Atlantis Solitaire" earn "Best Card Game" of the year in 2020. We aspire to create beautiful experiences that will bring fun, joy and make people desire to better themselves.

Meow Studios

Meow Studios is a young tech company specialized in creating games for the main mobile markets (Google Play, App Store, Windows Apps, etc.). Their team has a vast experience of over 10 years in creating graphical assets and more than 5 years with creating full projects for a variety of platforms and their work has paid off, being in the top 5% app developers on Google Play with over 3 million of downloads.

Metagame Studio



Metagame Studio are the proud creators of the awesome action RPG Tap Busters, where you can finally become a galaxy bounty hunter, traveling across the universe to hunt down all kinds of creatures and monsters.

Mind Treat Studios



Mind Treat Studios is an award winning design studio with 63 prizes in 2015. Ad agencies and brands collaborate with this studio to create and implement top-notch projects on a variety of platforms including Kinect, iOS, Augmented Reality, Facebook, Android or everything new.

Omnidream Creations

Omnidream Creations is a small independent studio from Bucharest, Romania, started in 2015 by two game developers. During the first three years, they managed to release 3 games on Steam, namely an Sci-Fi RTS called "Nightside", and two arcade shooters "Vector Strain" and "AWA". Currently the studio is down to one member and is working on the top-down shooter "Heavy Crime"

Ovilex Software



Ovilex Software is one of the top global developers for phone simulators. Ever since 2013, their titles like Bus Simulator, Truck Simulator, Flight Simulator, Train Driver and many more other have attracted over 500 million installs and hundreds of thousands of daily players. Their next goal is to bring their titles to even more players by extending to platforms like Nintendo Switch and Steam.

Phenomenon Games



Phenomenon Games was founded by a small, but experienced team of industry professionals with a solid track-record of producing top-rated games and successful IPs. As a team, they are driven by creativity and a great passion for creating compelling content that lives up to every gamer's expectations. They are committed to their ambition of establishing Phenomenon Games as a premier developer and publisher of high-quality games. Backed by their extensive expertise in game design and development, they specialize in crafting engaging titles aimed at enhancing player involvement across an expanding base of platforms including iOS, Android, MAC and PC.

Playwing



Playwing is publisher founded in 2017 focused on multiplayer, cross-platform and crossplay games. They are setting a high-standards mobile game development program and team up with developers and IP owners to create new distribution channels to generate both value and revenue streams.

Pyrognomic



Pyrognomic Software is an independent game development studio powered by Teodor Catalin and Popescu Vlad, two passionate, technology hungry beasts who will do their best to provide players with the most fun and enjoyable gaming experience. Teodor Catalin: "It's all just going to take retrospection, diligence and persistence and we've got plenty of that."

Pronetis



If you ever found yourself playing one of the Gyrosphere games like an addict at some point, then you must know that Pronetis Games are the ones responsible for that. They are a small and passionate team from Bucharest that use their skills and knowledge to create some of the most fun mobile games.

Quantic Beans



AMC Games is a new branch of the popular company AMC Studio Romania. Their motto "We Shape Worlds. Literally" is a statement of the dedication and proficiency which now takes on to conquer new lands - game development. Their upcoming title - x - will be the first game in their portfolio and is set out to launch in y.

Quantic Lab



Established in 2006, Quantic Lab is an outsourcing company specialized in all-platform high quality testing solutions. With a decade of experience, Quantic Lab is one of the leading European outsourcing companies, contributing to the release of thousands of projects worldwide (websites, games, entertainment software, business application and more). They are known as a trustworthy QA Business partner and maintaining our good reputation is a lifelong company goal.

Rikodu



Rikodu is a small team of veterans, with diverse backgrounds and a common mission: to make high quality games that are tuned for maximum fun. Their first game, Second Hand: Frankie's Revenge, a 1-4 player co-op game where players cobble robots together from junkyard parts, was just released in Early Access. Rikodu is looking to meet media interested in Frankie's Revenge as well as publishers and investors interested in future collaboration

Sand Sailor



Sand Sailor Studio is a Bucharest-based independent game development founded in 2014 in Bucharest, Romania. After releasing their first title, Black The Fall on PC, PS4, Xbox One and Nintendo Switch, Sand Sailor Studio is currently a fizzy team of eight working hard to deliver the latest mischief called Bossgard, a game about vikings fighting a Giant Loaf Of Bread

Splinter Games



Splinter Games is a small studio with veteran developers, who love making games. They've been playing games since they were kids. So they got this idea that they could also make them. After over 25 years of combined professional game development they've decided to put it all on the line and seek it out on their own in the game development world, away from the safety net of the big companies

Square Heads Games



Square Heads Games is an independent game studio near Bucharest Romania, founded in 2015, focusing on casual mobile and console games. Since their launch, they developed several titles like High on Cake, Cake Laboratory and Rollin' Eggz and also have helped their clients with completing their projects

Stuck In Attic



Stuck in Attic are the creative minds behind "Gibbous: A Cthulhu Adventure" a comedy cosmic horror adventure released in August 2019. Follow the story of three main characters exploring a mysterious world and unveil ancient conspiracies. Also, they have a talking cat!

Tiny Trinket



Tiny Trinket's story began in 2010 under the name Goob Games Studio creating hidden object games and a few mobile titles. Later on in 2016 they decided to return to their roots and create more complex, story driven games and that's how a full blown RPG with base management elements appeared - Azuran Tales: The Outpost

Those Awesome Guys

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THOSE AWESOME GUYS is a small independent video game developing "studio" formed out of people from around the world with the purpose of being the developers and publishers we'd support as gamers. They made Move or Die and published Monster Prom.

Tractor Set Go



Tractor Set Go! produces games and mobile apps for third party clients. They deeply enjoy these projects as a source of inspiration and as an opportunity to do greater things through collaboration. They're also long time friends and our aspiration is to create beautiful and original gaming experiences. They learned a lot through their projects and challenges and now they are confident they can deliver a great game with creative and addictive mechanics. They are efficient in adding player oriented features and implementing solutions for revenue improvement

Twodoor Games



TwoDoor games is a small indie studio from Romania focused on creating titles for mobile devices. Try out "Don't Get Wet", "Cave Swing", "Dashing Knight" and their latest game "Sculpting by Numbers".

Ubisoft



Ubisoft Entertainment SA is a French multinational video game publisher, headquartered in Montreuil, France. The company's portfolio includes several acclaimed video game franchises like Assassin's Creed, Far Cry, Tom Clancy's Ghost Recon, Just Dance, Tom Clancy's Rainbow Six, Prince of Persia, Rayman, Watch Dogs or Tom Clancy's Splinter Cell. Ubisoft Romania proudly worked on successful franchises such as Assassin's Creed, Watch Dogs, Tom Clancy's Ghost Recon, and other titles, which were co-developed and / or tested in the Romanian studios

White Pond Games

White Pond Games is a studio based in Bucharest, created by two veterans of the industry, both with experience from AAA titles. They are a small studio, but that doesn't stop them from dreaming big. Their title "Urban Strife" is a turn-based, role-playing and zombie apocalypse survival game that you need to try ASAP!

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Whyttest



Whyttest is a QA outsourcing studio, with a friendly culture and testing sites in Eastern Europe: Bucharest, Romania and Belgrade, Serbia. Since 2014, here you can find the perfect mix between “young bloods” and veterans of the industry. The teams consist of highly experienced QA professionals (10+ – 15+ years in different gaming companies) and young people, with great potential and fresh ideas. Forged in the fires of complex projects, their teams have deep expertise on all gaming platforms. They adapt to any partner framework or recommend their bulletproof standards, tools and pipelines, making them the perfect partner for any development team!

XSA Software

XSA Software is a start-up project/indie game dev studio from Romania that focuses on car games for Android and iOS attracting over 1 million players monthly.



ROMANIAN GAMES INDUSTRY REPORT

2020

Sources for data used in report

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- Bulgarian Game Development Summit <https://gamedevsummit.com/>
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