



GAMEWORKS

+ EXTERNAL PORTING

PORTFOLIO



Image from Starlit Adventures



ABOUT US



Welcome to **DX Gameworks**, where **Your Game is Our Dream!**

We are a Brazilian company with development offices in Manaus, São Paulo, and subsidiaries in the United States and Bulgaria.

Our team is composed by more than 130 Brazilian veteran game developers passionate about games and technology. We have ported and optimized dozens of projects for Nintendo Switch, PlayStation and Xbox.





OUR SERVICES



PORTING FOR ALL MAJOR PLATFORMS AND STORES

- Nintendo Switch, Xbox One and Series S/X, PlayStation 4 and 5, Windows Store, Epic Game Store, GOG

FULL PORTING AND PLATFORM INTEGRATION

- Your game will be playable on the designated platforms, supporting all required features, such as Cloud Save, Achievements/Trophies, Input System, In-Game Messages.



PERFORMANCE OPTIMIZATION

- Our team has extensive know-how on handling console performance bottlenecks.

PLATFORM CONFIGURATION SUPPORT

- We help our clients' producers with portal configuration, identifying all certification requirements, like platform-specific images, icons, localization, age ratings, third-party licenses, among others.



OUR SERVICES



IMPROVED UX

- Porting a game is not enough, UX must be adapted to the platform, so we make changes on the UI and inputs to be sure that players have the best experience while playing the game on the chosen console.

CERTIFICATION QA

- For indie games and small companies, our internal CQA (base functionality and XR's only) is enough for certification, but we strongly recommend big companies and AA/AAA titles to schedule their own external QA.

FRAMEWORKS

- We work with the industry major frameworks: Unity and Unreal, but we can also do porting for custom engines.





TECHNICAL CAPACITY



PORTING TEAM

- 60+ professionals - Engineers, Tech Artists, QA and Producers – with up to 15 years of game development experience.

INFRASTRUCTURE

- Build machines for faster development and processes like CPU lightmapping.
- Our own versioning servers (when applicable).
- Workstations: from 24 threads, 32GB, multiple terabyte SSDs, up to top-Threadrippers with 256GB RAM - all included but analyzed and allocated based on project necessities.

SECURITY

- Offices that support NDA projects that require cameras and biometric locks, access logs.
- Projects hosted on our own servers.
- Parsec hosted machines - remote access without file transferring features - for home-office scenarios.



+

OUR CLIENTS



Humble
GAMES

FULORUM
PUBLISHING



SOEDESCO®

PID
GAMES

A small white icon of a person's head in profile, facing right, with a large, stylized 'R' shape integrated into the background.
Rockhead
GAMES

KOKKO



A small white icon of a person's head in profile, facing right, with a large, stylized 'S' shape integrated into the background.
SINERGIA STUDIOS

A small white icon of a person's head in profile, facing right, with a large, stylized 'F' shape integrated into the background.
FLUX
GAME STUDIO

t4
INTERACTIVE

6din

GameOlic®

A small white icon of a person's head in profile, facing right, with a large, stylized 'S' shape integrated into the background.
STRAY FAWN
STUDIO



MOONSCARS

- Asset Optimization
- Porting Certification
- Post-Release Support

Platforms ported:





SUPRALAND

- Asset Optimization
- Porting Certification
- Post-Release Support
- Localization Revision

Platforms ported:



+

among the SLEEP

— ENHANCED EDITION —

- Asset Optimization
- Porting Certification
- Post-Release Support

Platforms ported:



SOEDESCO®





Humble
GAMES

PROJECT WINGMAN

- Identification of Performance Bottlenecks
- Assets Optimization
- Drawcall and Memory Reduction
- GamePass Platform Integration
- New Game Core SDK
(Xbox One and Microsoft Store)

Platforms ported:





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GAMES

UNSLIGHTED

- Performance and Compatibility fixes
- Local Multiplayer Support
- Platform Integration
- New Game Core SDK
(Xbox One and Microsoft Store)

Platforms ported:





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PRODEUS

- Certification Rescue
- Post-Release Support
- Player Ranking

Platforms ported:





- Full development
- Optimization and Compatibility
- Porting Certification

Platforms ported:



+

INFINITE GUITARS

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GAMES

24% SYN

GOOD

- Optimization and Compatibility
- Porting Certification

Platforms ported:



88%

JJ LV. 65





Reverie Knights

TACTICS

- Optimization and Compatibility
- Platform Integration
- Porting Certification

Platforms ported:





SOEDESCO®



- Identification of Performance Bottlenecks
- Assets Optimization
- Development of a drawcall reduction system

Platforms ported:





NICHE

a genetics survival game



- Asset Optimization
- Porting Certification
- Post-Release Support
- Localization Revision

Platforms ported:





Starlit Adventures



- Asset Optimization
- Porting Certification
- Post-Release Support
- Localization Revision

Platforms ported:





DOUBLEHIT
GAMES

ETERNAL HOPE

- Optimization and Compatibility
- Platform Integration
- Porting Certification

Platforms ported:





QUOTING



QUALITY SERVICES, ON BUDGET AND ON TIME

A thorough analysis of the full gameplay, design requirements, couch-experience, translation to other platforms and source-code analysis are key to our well-thought-out schedules and cost-effective solutions.

No matter how complex the project is and if there are going to be new in-depth discoveries during execution, there won't be changes on the budget.

We also keep evaluating the schedule at every turn to make sure there are no surprises.

QUOTE YOUR GAME WITH DX GAMEWORKS!

quote@dxgameworks.com