

EXTERNAL DO BOTTON OF THE PORT OF THE PORT

**PORTFOLIO** 







## 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.







### 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 IN INC.

### **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.

### **INFRASCTRUCTURE**

- 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 OUT OF THE PROPERTY OF THE PROPER



























**GameOlic**®





### MOONSCARS

- Asset Optimization
- Porting Certification
- Post-Release Support







Humble GAMES SUPRALAND **Asset Optimization Porting Certification** Post-Release Support **Localization Revision** Platforms ported:

4



- Asset Optimization
- Porting Certification
- Post-Release Support



















- Optimization and Compatibility
- Porting Certification















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











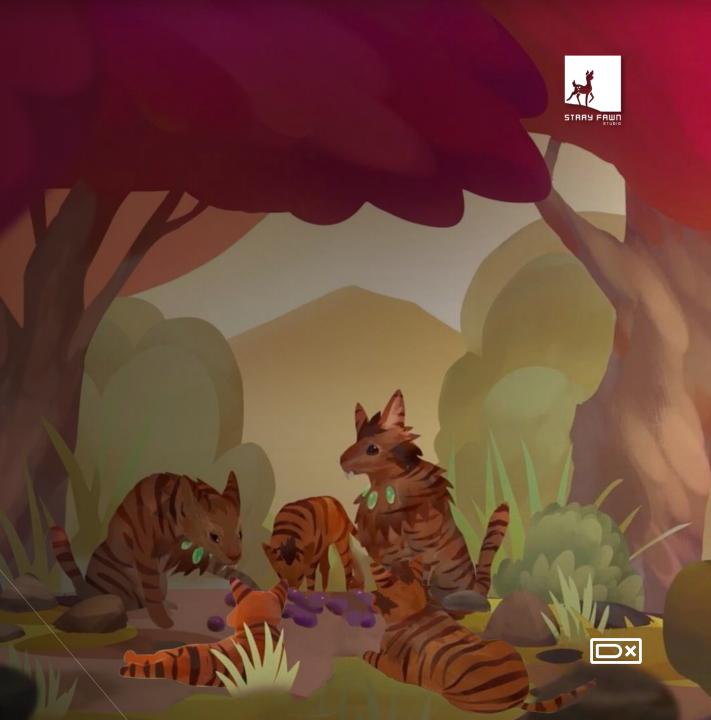
## NICEE a genetics survival game

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









Rockhead Starlit Adventures **Asset Optimization Porting Certification** Post-Release Support **Localization Revision** Platforms ported: 





- Optimization and Compatibility
- Platform Integration
- Porting Certification











# QUOTING TIMES

### **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