

ZVKEY
DESIGN

STUDIO PROFILE



is the Next-Gen entertainment design service studio.

“Design” is in the roots of Zvky. We specialize and innovate through design. Our veterans in art and design will help you build the best, AAA quality product by delivering top notch art assets, innovative designs and scalable code.

Our team capabilities stem from a variety of backgrounds such as game design & development, story boarding, visualization and entertainment media.

Studio Overview

- Founded in November 2009 as a 2D focused concept art studio
- Privately held company (self funded)
- Profitable from second year of operations
- Specialized in delivering AAA quality 2D concept art, illustration, game design, UI design and game development services
- Art and design partner to several Tier 1 game developers, publishers and Land based Slot machine manufacturers
- Full power backup
- Redundant internet connection & servers
- High data security

Team Composition

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- All employees are hired Full Time, and can communicate in English
- We have a low attrition rate, and a multiple rounds of test to thoroughly evaluate and hire only the most passionate candidates.
- We believe in small but highly robust team who can passionately contribute and maintain product or module quality.
- Our Current Team size: 59 (45 artists)
 - 2D concept artists: 13
 - 2D coloring artists: 15
 - 2D vector artists / animators: 10
 - AE animators: 3
 - 3D artists: 4
 - UI Designer: 1
 - Game Designer: 1
 - Game Developers: 4
 - Product Director: 1
 - Producers: 4

Services

Our spectrum of services is not just based on what we can do, but based on what we specialize in doing and what we love doing!

- Game Development – for all mobile platforms, Mac, PC and Apple Watch
- UI design & Game Design
- Conceptual art and design – character, environment, vehicles & weapons
- Pre-production art style exploration
- Illustrations / 2D rendering
- Matte painting
- Storyboarding
- Vector art (Flash and Illustrator)
- ISO art
- 2D animations (Flash, After Effects, Spine, Dragonbones)
- 3D modeling and texturing (low poly and high poly)
- Level Design – Hidden Object Games

Clientele

CASINO GAME CLIENTS



OTHER GAME CLIENTS



OTHER GAME CLIENTS



TINY MOGUL GAMES



Games

CASINO GAMES



CASINO GAMES



OTHER GAMES



OTHER GAMES



You can count on us!

ZVKY
DESIGN

Whether your project is large or small, we ensure to deliver AAA quality output in reliable time frame.

When you collaborate with Zvky Design Studio, we ensure:

Rapid Design Service

We work alongside you to understand your requirements and priorities to begin deliverables (rough sketches / concepts) right from day 2 of the project initiation.

Delivery focused Project Management

Zvky functions on structured and lean methodology to ensure timely allocation-utilization-deployment and delivery. Thus we always ensure to function in parallel with your schedule and requirements.

Cost Effective

Our quality focused team, will work with you right from the inception phase to the successful launch of the product and continue to assist you through the maintenance cycles, ensuring maximized product potential.



Thank You!

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