



Farom Studio LTD

# Perfect **GameDev** Studio For Your Business

ABOUT US

# We Help Studios To Finish Their Games On Time

We understand the importance of meeting deadlines in the competitive world of game development. That's why at Farom Studio, we specialize in providing outsourced development services to studios looking to finish their games on time. Our team of experienced developers, designers, and testers have the skills and knowledge to help bring your game to completion, without sacrificing quality. Whether you need assistance with programming, art, or QA, we have the resources to help you meet your goals. Trust us to help you finish your game on time and within budget.



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# OUR TEAM

Let us introduce you our leads.  
Incredible understanding of customer  
requests, high feasibility of tasks in the  
team, excellent quality of work done.  
It's all about our team, thanks to  
competent senior specialists.

**Konstantyn Lisetskyi**

CTO



**Alexey Zaitsev**

Lead Senior Developer



**Volodymyr Bilousov**

Technical Artist



**Ivan Kichuk**





Senior 3D Artist



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# OUR TEAM'S ROLES

		ROLE	RESPONSIBILITY
	KONSTIANTYN	CTO	Responsible for developing and overseeing the technical aspects of the game, such as the game engine, coding, system architecture, and other technical components. Konstantine coordinates the team and ensures consistency and successful achievement of goals. More than 11 years of experience in the field gives the opportunity to teach and mentor.
	ALEXEY	Lead Senior Developer	Having more than 4 years of experience developing in UE, Alex also has strong knowledge of 3D modeling, multiplayer development, and online subsystems. He expertly manages project timelines, provides guidance to the team, and ensures that all tasks are completed on schedule and to a high standard. Alex is constantly seeking to expand his knowledge of the Unreal Engine and is an effective mentor to his team members.
	VOLODYMYR	Technical Artist	Volodymyr is a skilled professional responsible for various aspects of game design development. It acts as the backbone of our design process, ensuring that all of our work and decisions are within the constraints and requirements of the project. His experience in large projects makes it possible to keep the quality of work at the highest level.
	IVAN	Senior 3D Artist	Ivan has a deep understanding of every stage of 3D asset production used in modern game development. He possesses the ability to use various pipeline techniques and combinations on a single 3D object, and have experience working with props of any size and environments for entire locations, while maintaining visual requirements for realism or stylization. Ivan manages our 3D designer's team and ensures the quality of each task by thoroughly reviewing and checking the work of the team members.



- Full-Cycle Game Development
- Co-Development
- 3D Design
- UI/UX Development
- Level Design

WHAT DO  
WE DO?

# Portfolio



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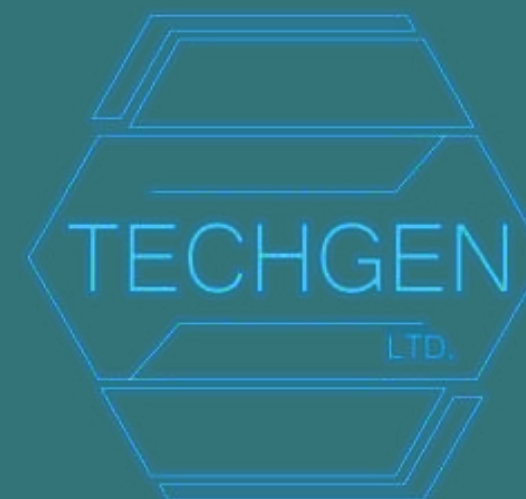
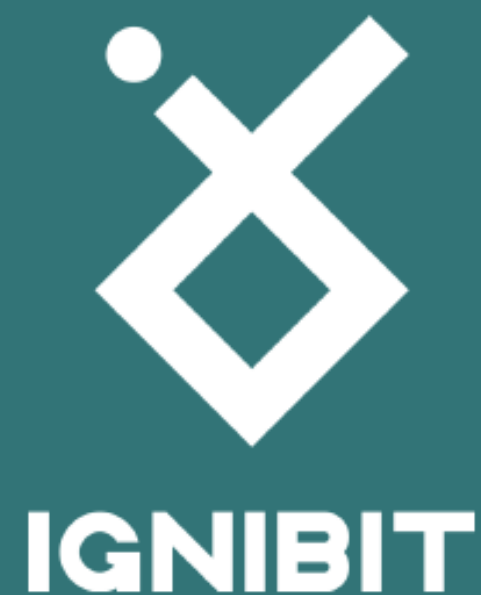












# PARTNERS



# Recent Projects

\*Minor projects on request



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# Unannounced

Client: Wargaming



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# Unannounced

Client: 4A Games



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# ANIMO Stars Arena

Client: ANIMO Industries, Inc.



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TOOLS

AND

RESPONSIBILITIES

Co-Development

- Unreal Engine 5
- PC
- Multiplayer

# Space Tourism(Asset Pack)

Client: Epic Games



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Check more content using link:  
[Space Tourism Spaceship Interior Environment](#)





# Goat Simulator (Android)

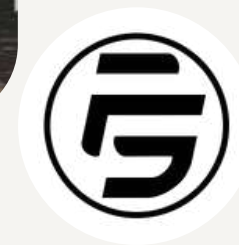
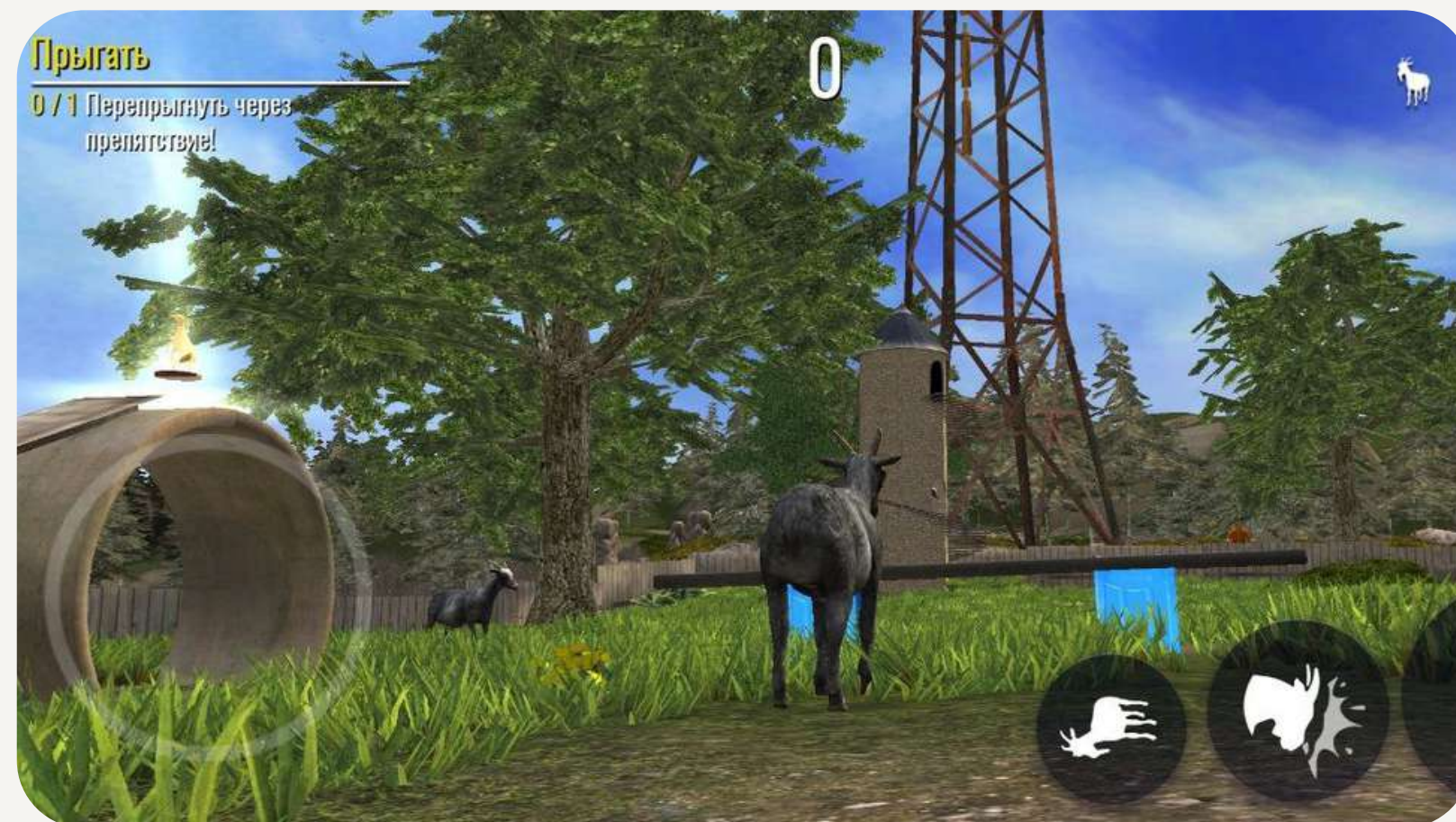
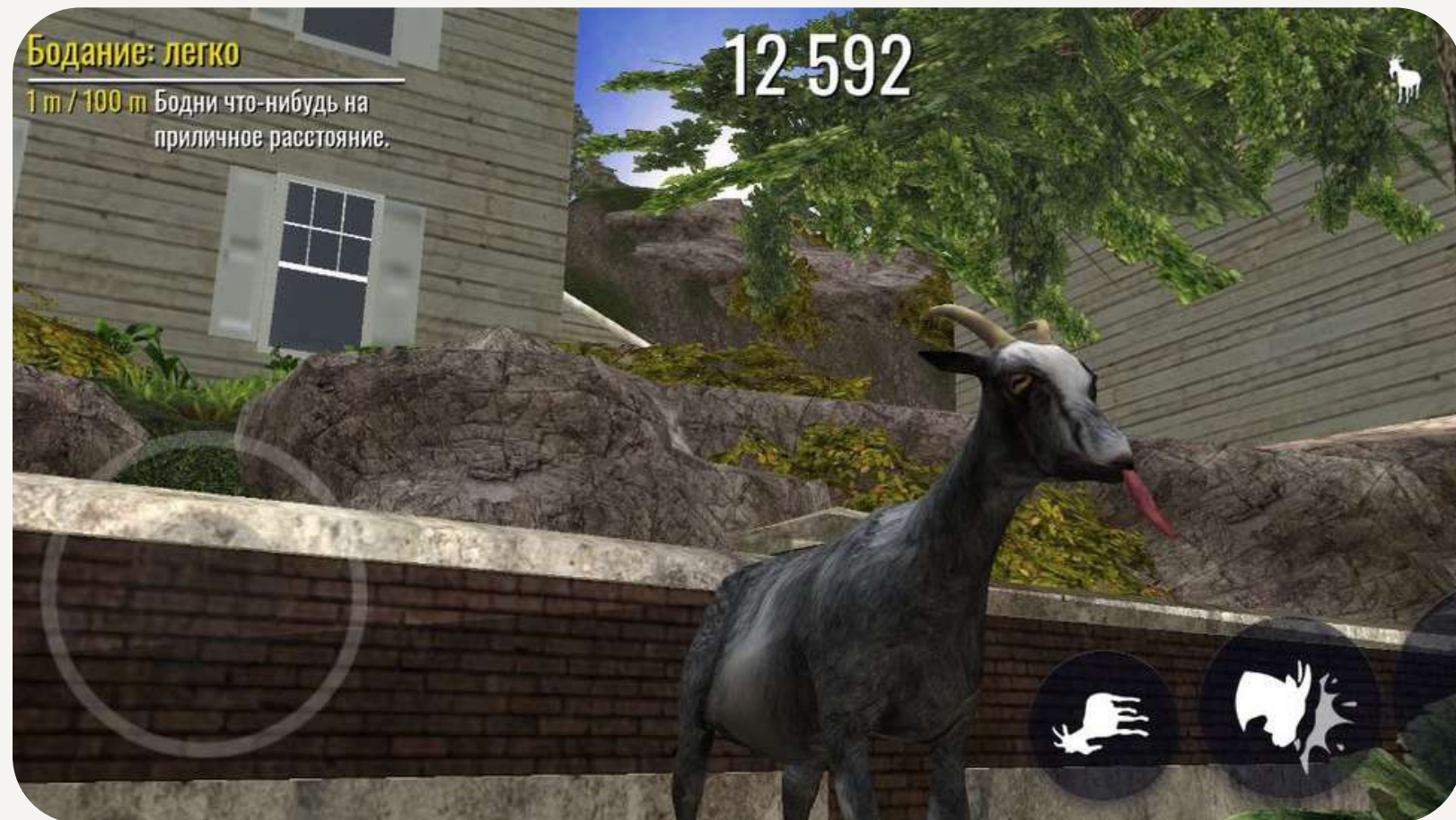
Client: Pictiv



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# Heavenland

Client:Indigi



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TOOLS

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RESPONSIBILITIES

Metaverse development:

- Unreal Engine 4
- Unreal Engine 5
- AWS Lambda, AWS GameLift, AWS Cognito
- Various 3D Editing Software
- Render Doc
- Git

# Lost Region

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# Bad Day

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# Agony VR

Client: Ignibit



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TOOLS

AND

RESPONSIBILITIES

Porting of Agony game to VR kits Oculus rift and HTC Vive:

- Unreal Engine 4
- Oculus SDK (improvements based on client requests)
- Steam SDK (Implementation of functionality that is not a part of default Steam OSS, like getting profile pictures)
- 3D Max and Blender (content optimization)
- Simplygon (LOD)
- Perforce

# CONTACT US

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## CONTACT US

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