

# Orbital Knight sp. z o.o.

Mobile games studio based in Warsaw, Poland

Founded in 2012

Team size: 23

100M+ game downloads

R&D: created **multiplayer engine**, exploring VR/AR

## R&D team participates in EU projects:

### Innova engine (2017-2020)

engine for online, cross-platform multiplayer gameplay for mobile games.

### Iusscross-platformmb (2017-2020)

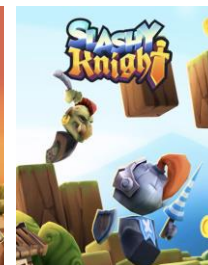
Innovative universal system supporting cross-platform mobile gaming in user management and delivery of new content for applications.

### ACCORDION (2020-2023)

Adaptive edge/cloud compute and network continuum over a heterogeneous sparse edge infrastructure to support nextgen applications.

### CHARITY (2021-2024)

aspires to leverage the benefits of intelligent, autonomous orchestration of cloud, edge, and network resources, to create a symbiotic relationship between low and high latency infrastructures that will facilitate the needs of emerging applications.



## Our R&D goals:

Further improvements of our Multiplayer Engine

Integrating VR and AR with multiplayer engine

Continue exploring and researching AR and VR technologies

Create prototype of training tools using VR technology



# We are open for cooperation in *Horizon Europe*

solid, experienced partner for EU funded projects

game development knowledge and skills

providing multiplayer game as an use case for new networking solutions  
(verifying: latency, deployment, orchestration)

providing research and innovations in VR and AR

creating VR application in collaboration with other partners

creating mobile game in collaboration with other partners

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# Lets talk!

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