

About us?

We are a custom software development company, with 12 years of experience. During this time we have specialized in merging creativity with technology to provide our clients with products such as video games, which are used in various industries with different objectives like teaching, selling and motivating. Thanks to our versatility and knowledge in the various digital platforms and technologies, we can supply all the software needs of the same client.

Our developments are made for clients in different countries such as the United States, Mexico, Colombia, Uruguay and Australia, where the users of our products are NGOs, government entities, financial entities, educational institutions, advertising agencies and mass consumer brands among others.

Our DNA: We deliver what we promise

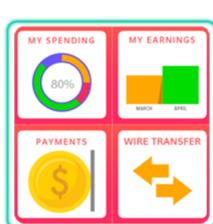
- 1 Confidence
- 2 Experience
- 3 Punctuality
- 4 Remote work



Our services:

1. Software Development:

- + We create custom software development according to the needs of our clients offering complex developments such as online education platforms, Fintech applications (industry that focuses on new financial services), 3D simulations (to generate product samples or spaces in a 3D environment) and administration panels and generation of analytics hosted in the cloud (CRM, web management systems for updating applications in real time).



- + We provide this service for governments, universities, NGOs and banks.

2. Video Game Development:

- + We develop 2D/3D, casual and medium complexity (mid-core) video games. We publish on the Google Play and Apple Store application stores, on a mobile web platform (video games that work from the browser on the cell phone), PC and giant touch screens for events. Many of our games are used for marketing purposes (Advergaming).



- + The type of video games we develop are sports, arcade, adventure and strategy and our main clients of this service are advertising agencies, BTL agencies and video game studios.



3. Gamification Tools Development:



- + Gamifying is a learning technique that is dedicated to using game mechanics in complex contexts. Thanks to the power of remembrance and attraction that gamification has, we help our clients to improve the experience they design for their users, whether to transmit dense information, generate new behaviors or present their content in a dynamic, creative and attractive way.



- + We use this service in online education projects, customer service and human resources. Our main clients for this service are governments, banks and NGO's.

4. Virtual and augmented reality:

- + Keeping with technological trends, we bring our services to technologies such as virtual reality, augmented reality and motion recognition software.

- + The projects we develop with these technologies are used mainly for marketing and data collection purposes in public spaces (shopping centers, large conferences and events).

- + The clients that use these products come from different industries such as alcoholic beverages, agriculture and commerce and we generally work with BTL agencies for these developments.



5. Training and Consulting:

- + Thanks to the experience gained and the academic background of our team, we offer training and consulting in gamification, digital marketing, video games and structuring software projects.



- + Our team has experience as tutors of the Colombian government grant "Crea Digital" 2020 and 2021 and thesis advising for students of the Academy of Art University of San Francisco, California in the years 2020 and 2021.

- + We offer this service to help our clients structure and publish a digital product.

Our product

Gameit Engine:

- + We know the power of video games when it comes to teaching, entertaining, engaging and transmitting information. That is why we have developed a robust mobile and web platform for video game development that allows anyone without a server and without technical knowledge (No-code platform) to create, customize and publish video games on the App Store, Google Play and mobile web in less than a week.

- + The purpose of Gameit is to offer a digital marketing tool based on video games, where each game represents an advertising campaign which generates leads by building customer loyalty with reward systems and provides analytics and databases in real time. The results have shown a high brand visibility time, where players spend an average of 68 minutes in each campaign every 3 days compared to one minute of visibility in social media posts.

- + Gameit is used by companies that want to promote their services or products through the use of video games at low cost (90% cheaper than developing a video game from scratch), so that their current or potential customers have access to promotions, contests and discounts in a fun way. The video games that Gameit offers can be used in online and offline mode as well as in public and private events.

- + Want to know more about Gameit, visit our website www.gameitengine.com



Total People Reached
1.200.000



Our Video Game Players
500.000



Our Gamification Users
70.000



Total Projects
70

