



HAMMERBYTE
GAMES

GAME DEVELOPMENT SERVICES

UNREAL ENGINE SERVICES & CONSULTANCY

WHO WE ARE

We are a company of over 20 professionals focused on working with **full development cycles, co-development, 2D & 3D art, UEFN and tools.**

Our expertise is developing multiplayer games with **Unreal Engine**, with a team composed of industry professionals.

Our mission is to achieve the best quality in our products.



WHAT WE DO



We materialize your game ideas into reality, while providing solutions for your technical & multiplayer needs.

**Left click to see our reel*





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OUR OFFER

Our best tool: our expertise



OUR OFFER



FULL DEVELOPMENT: end-to-end game production with **Unreal Engine**. From pre-production to release.

- PC / Console games.
- Single and multiplayer games.

CO-DEVELOPMENT & CONSULTANCY: development support to external teams.

- Architecture support (SP & MP).
- Planning technical design & architecture solutions for game development.
- Implementations & iterations of any feature.
- Removing bottlenecks from the technical side.
- CI/CD pipelines for automation.

ART PRODUCTION: complete game ready art production.

- 2D: Concept / UI / Game Art.
- 3D: Characters / Props / Environments.
- Gameplay Animation.
- Technical Art support.

UEFN DEVELOPMENT: **Unreal Editor for Fortnite** production and support.

- Verse programming.
- Device implementation.
- Map publishing.
- Co-development and technical support for maps creation.

OUR EXPERTISE IS UNREAL ENGINE



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OUR PARTNERS

We work with some of the best in the industry.

We have also partnered with the gaming unit of AWS MX and UE LATAM.



OUR EXPERIENCE

CO-DEVELOPMENT (PROGRAMMING WORK)

DOUBLE FINE PRODUCTIONS

- Working on an unannounced title.
-





OUR EXPERIENCE

CO-DEVELOPMENT
(DESIGN, PROGRAMMING & TECHNICAL ART WORK)

MARIACHI LEGENDS

- Launch date: Q4 2024.
- A combat-oriented Metroidvania with dark twists and supernatural obstacles.



AVAILABLE ON
STEAM





OUR EXPERIENCE

CO-DEVELOPMENT (PROGRAMMING WORK)

GRIDIRON

- Launch date: Q4 2024.
- American football game in a 5v5 format.
- All types of multiplayer features: matchmaking, team selection, server deployment.



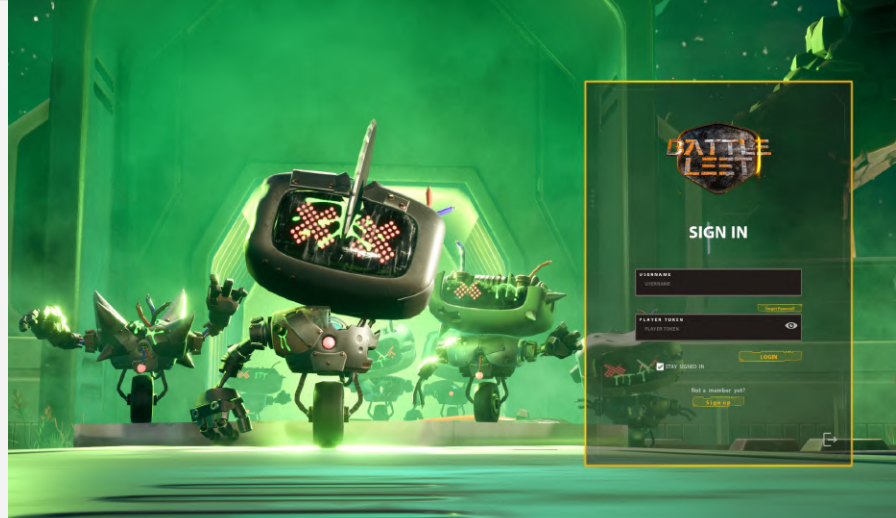
OUR EXPERIENCE

FULL GAME DEVELOPMENT

BATTLE LEET - THE GAME

- Soft launch date: April 2023.
- Multiplayer arena brawler.
- Two game modes: 1v1 and zombie mode.
- Full game development: pre-production, production, liveops.
- Online features: matchmaking, server deployment, leaderboards, achievements.
- Art production: concepts, UI, 2D game art, 3D models, rig & animations, VFX, technical art.

<https://gmr.center/>





OUR EXPERIENCE

FULL GAME DEVELOPMENT - ORIGINAL IP

GAMBIT GUN

- Development for PC.
- IP creation & full game development.
- Hunt the outlaws of the galaxy in this stylized roguelite.
- 4 characters with its own archetypes (both weapons and skills).
- Third place in Pixelatl VMX showroom.

TBA: Steam (wishlist page) & Epic Games Store.



OUR EXPERIENCE

ART PRODUCTION - ORIGINAL IP

ARMABOTS

- 3D art production: characters, props, environments.
- Game ready models, with a custom rig.
- Production of renders & video trucks.



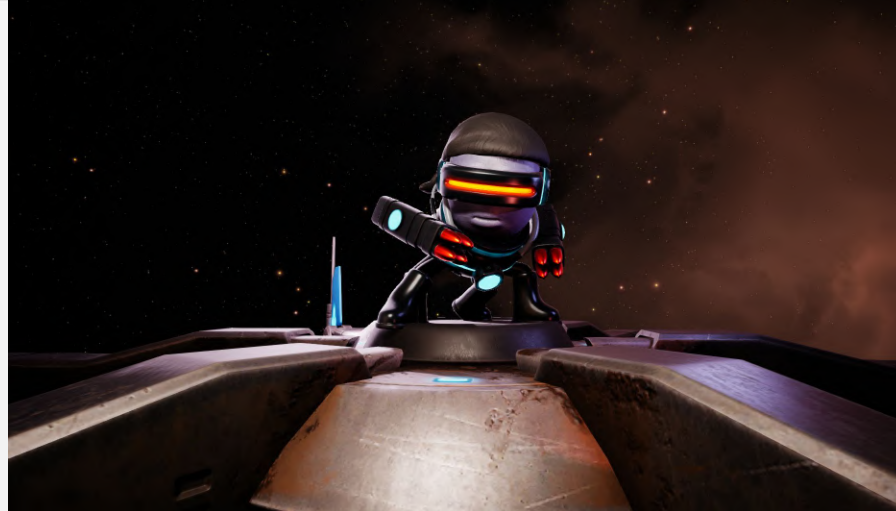
OUR EXPERIENCE

FULL PRODUCT DEVELOPMENT

THE ETHEREANS - ETHEREAN EMPIRE FILE SYSTEM (EIFS)

- Launch date: April 2022.
- Created a tool that allows users to customize their character (Etherean) for 3D printing (STL file).
- Full 3D art production: game ready models & rig.
- Users are able to download an FBX too.
- Custom launcher to download, update and execute the tool.

<https://ethereans.xyz/#eifs>



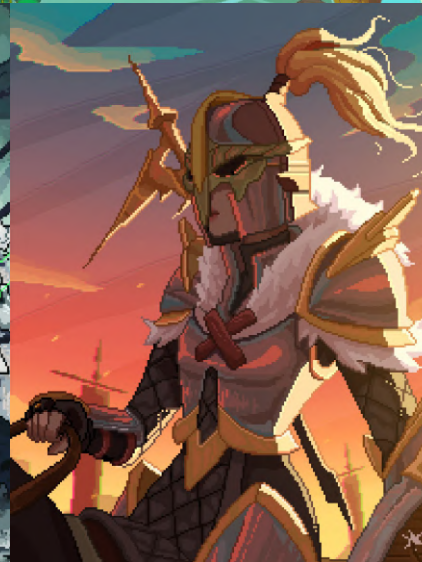
OUR EXPERIENCE

CO-DEVELOPMENT (UNREAL ENGINE GAME
DEVELOPMENT & ART PRODUCTION)

DRUNKEN DRAGON: INNS & QUESTS

- Created an alpha version of the game, in which players are able to display their collectables and customize their world tavern.
- Produced 2D & Pixel art for game assets (concepts, splash art, in-game tile art, environments and UI).

<https://www.drunkendragon.games/>



OUR EXPERIENCE

FULL GAME DEVELOPMENT

PAPERBOX ERA - BOXBOXVERSE

- Created an MVP of the metaverse, in which players are able to interact with other players by looking at their avatars and chatting.
- Produced 2D art for game assets (concepts, splash art, in-game tile art, environments and UI).
- Custom launcher to download, update and play the game.

<https://www.paperboxera.com/boxboxverse>



OUR EXPERIENCE

UEFN DEVELOPMENT

IDLE GUARDIANS SIMULATOR

- Launch date: September 2023.
- A guardian tycoon in which players can unlock and upgrade their characters.
- Verse programming, custom assets.



OUR EXPERIENCE

UEFN DEVELOPMENT

LOCO CARDS - FORTNITE CRAZY COLOR CARDS!

- Launch date: August 2023.
- Fortloco is a card game that is played with a deck of cards, each card having a color and number. The game is designed for 2 to 4 players, and the objective is to be the first player to get rid of all their cards.
- Verse programming, custom assets.



OUR EXPERIENCE

UEFN DEVELOPMENT

SUPER SPEED TYCOON

- Launch date: August 2023.
- With unlimited speed and jump levels, players are able to compete in races.
- Verse programming.

Collaboration with: <https://twitter.com/FiberAlex>



OUR EXPERIENCE

UEFN DEVELOPMENT

SUPERHERO GUN GAME

- Launch date: August 2023.
- Free for all gun game inspired in the Battle of New York.
- Super powers available.
- Custom assets.

Collaboration with: <https://www.youtube.com/@Fakeify>,
<https://www.youtube.com/@cxltureslol>





OUR EXPERIENCE

UEFN DEVELOPMENT

FREE FOR ALL GUN GAME

- Launch date: July 2023.
- Free for all: kill the other players and win rounds with 150 score points.
- Verse programming: leaderboard, currency tracking.



OUR EXPERIENCE

UEFN DEVELOPMENT

SHIP BATTLE

- Launch date: July 2023.
- Two teams: red and blue.
- Verse programming: custom objectives and UI.
- Destroy the ships with cannons and explosives, attack players with weapons.

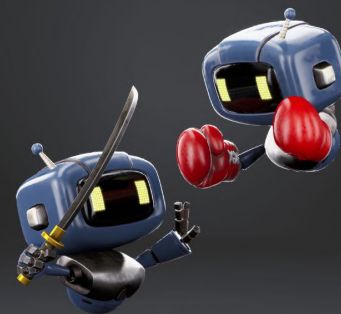




ART PRODUCTION 3D ART

BATTLE LEET

CHARACTER ART





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ART
PRODUCTION
3D ART

BATTLE LEET

CHARACTER ART



**ART
PRODUCTION
3D ART**

BATTLE LEET

CHARACTER ART





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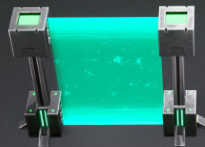
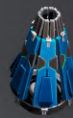
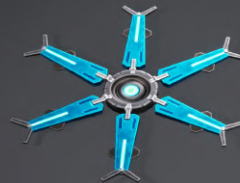
ART PRODUCTION 3D ART

BATTLE LEET
PROPS

ART
PRODUCTION
3D ART

BATTLE LEET

PROPS





ART PRODUCTION 3D ART

BATTLE LEET
PROPS



ART PRODUCTION 3D ART

BATTLE LEET

ENVIRONMENT ART





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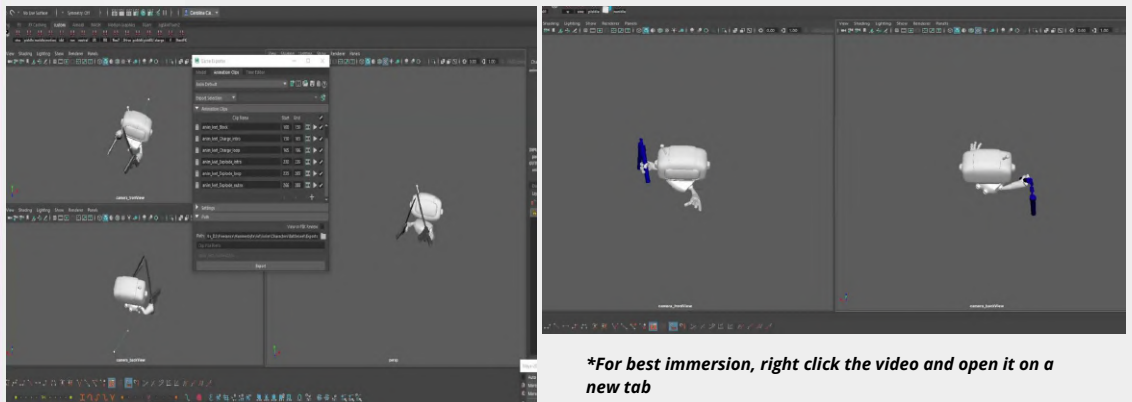
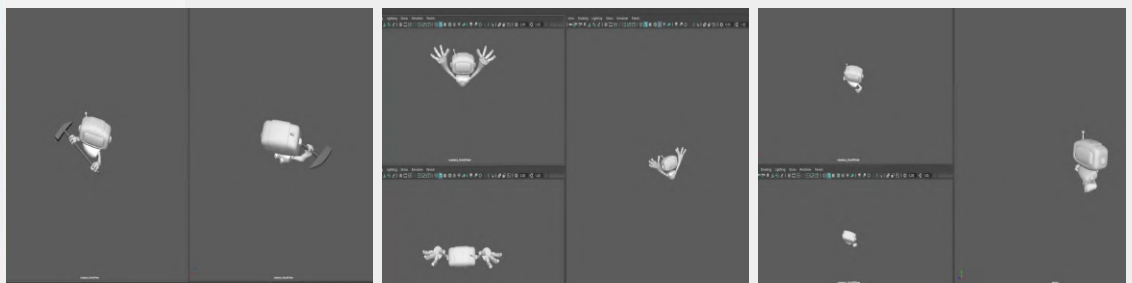
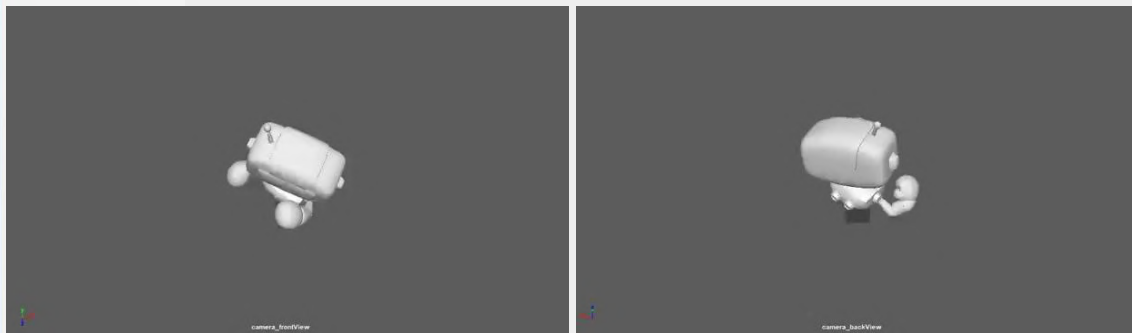
**ART
PRODUCTION
3D ART**

BATTLE LEET

ENVIRONMENT ART

ART PRODUCTION 3D ART

BATTLE LEET ANIMATION



**For best immersion, right click the video and open it on a new tab*



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ART PRODUCTION 3D ART

GAMBIT GUN
CHARACTER ART



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ART PRODUCTION 3D ART

GAMBIT GUN
CHARACTER ART





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ART PRODUCTION 3D ART

GAMBIT GUN
CHARACTER ART



ART PRODUCTION 3D ART

**GAMBIT GUN
CHARACTER ART**





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HAMMERBYTE
ORIGINAL

IP

ART PRODUCTION 3D ART

GAMBIT GUN
PROPS



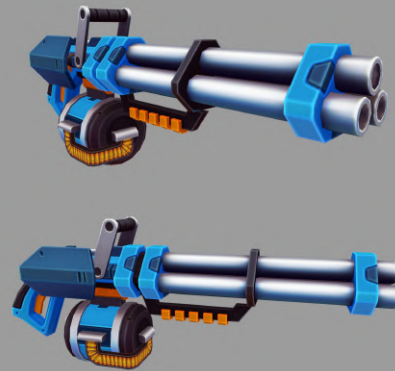
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ART
PRODUCTION
3D ART

GAMBIT GUN

PROPS





**HAMMERBYTE
GAMES**



ART PRODUCTION 3D ART

**GAMBIT GUN
ENVIRONMENT ART**



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ART PRODUCTION 3D ART

GAMBIT GUN

ENVIRONMENT ART





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ART PRODUCTION 3D ART

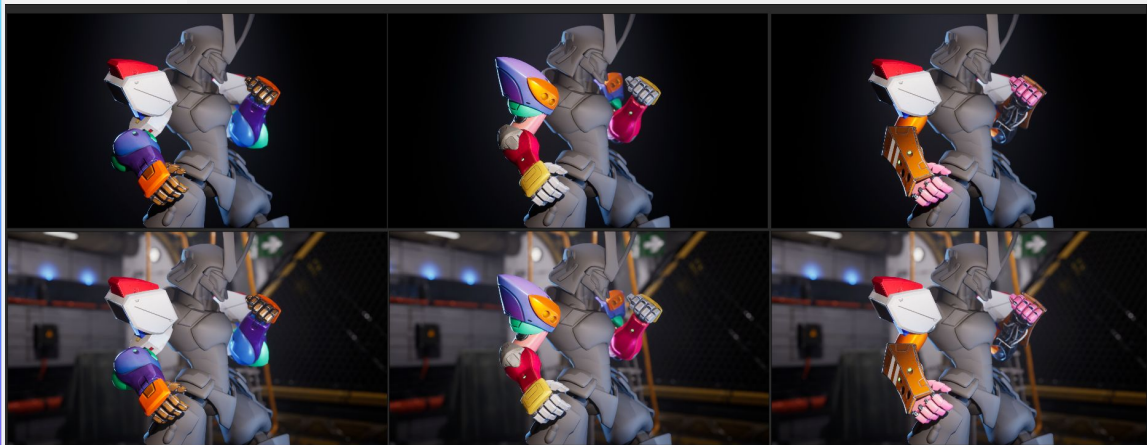
ARMABOTS
PROPS



ART PRODUCTION 3D ART

ARMABOTS

CHARACTER ART





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ART PRODUCTION 3D ART

THE ETHEREANS
CHARACTER ART

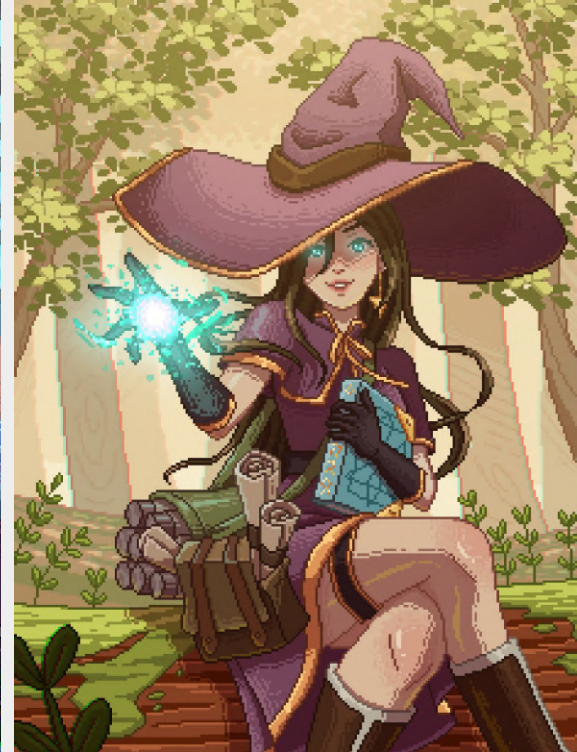


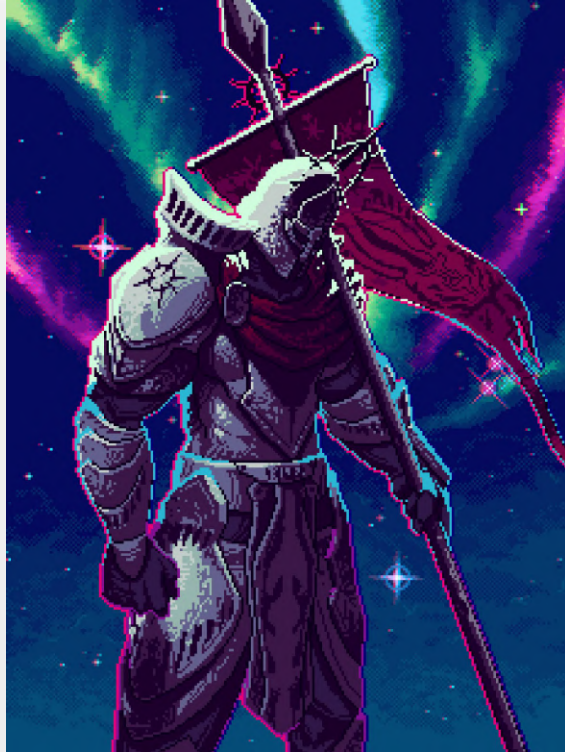


ART PRODUCTION 2D & PIXEL ART

DRUNKEN DRAGON: INNS
& QUESTS

CHARACTER ART





ART PRODUCTION 2D & PIXEL ART



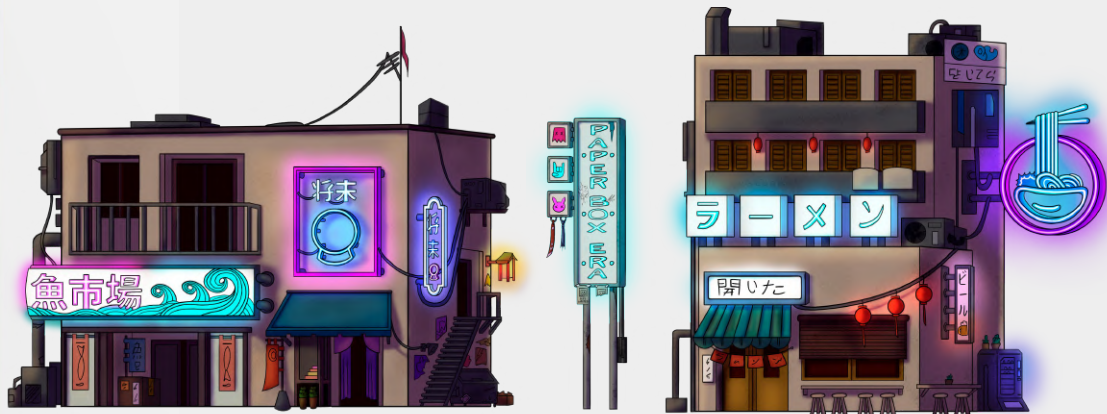
**DRUNKEN DRAGON: INNS
& QUESTS**

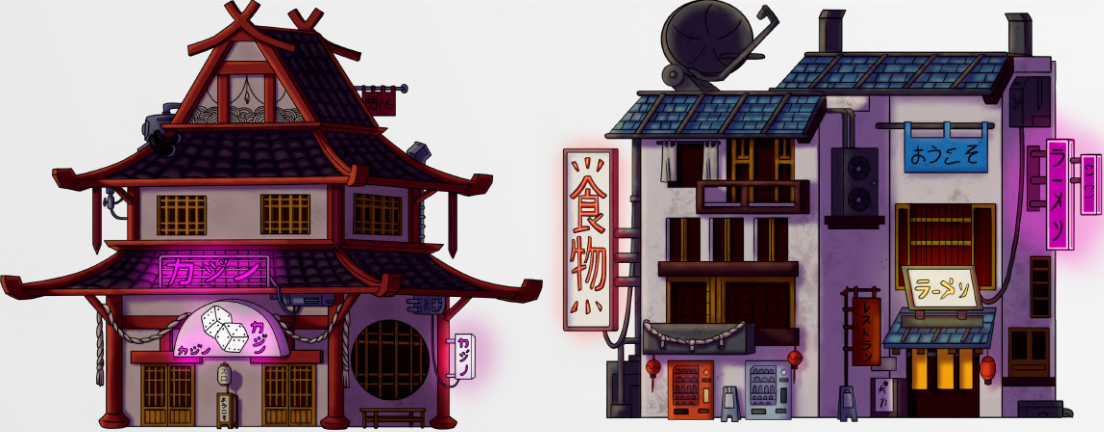
CHARACTER ART



ART PRODUCTION 2D & PIXEL ART

PAPERBOXERA
ENVIRONMENT ART





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ART PRODUCTION 2D & PIXEL ART

PAPERBOXERA

ENVIRONMENT ART

OUR TEAM



MANUEL OTHEO
Chief Executive Officer

Senior Unreal Engine Programmer at DoubleFine Productions.
Former Lead Developer at 1336 Studios.
Technical Director At DunRite Games.
Over 11 years of game development experience.
Trecamp Entrepreneurship Program Alumni At Berkeley, California.
4 Times Hackathon Winner.



ENRIQUE OTHEO
Chief of Operations

Former Game Producer at Starloop Studios.
3 years of experience as a project manager working with multi-disciplinary teams, having managed 100+ professionals.
Handled game production budgets superior to 300k+.



ALEJANDRO ESCUDERO
Creative & Art Director

Lead Character Artist at 1336 Studios.
Former Lead Artist at DunRite Games.
Former 3D Generalist at Turbosquid.
Former 3D Artist at CGBot.
Over 12 years of game development experience. Participated in AAA games such as Star Wars: The Old Republic, Metal gear Solid: HD Collection, Star Citizen, among others.



CIRO BOLADO
Lead Programmer

Senior Unreal Engine Programmer at DoubleFine Productions.
Former Lead Game programmer at Capio Technologies.
Former Game programmer at Iron Belly Studios.
Former Game programming professor at UANL.
Over 9 years experience of in game development.



PILAR A. QUINTERO
HR & Happiness Officer

Specialist in organizational behavior and well-being at work.
7 years as Human Resources Director in technology and video game development companies.
Studies in Psychology, Master in Business Management and Master in Organizational Psychology.
Developer of ideal working conditions where stability, happiness, organization and efficiency prevail.

Our management team consists of experienced professionals in the video game industry.

We are a remote team, based in México.

We have 21 team members, formed with designers, artists, programmers and production staff.



HAMMERBYTE
GAMES

TOOLS & TECH STACK



We use the latest technology and best tools available to guarantee our success



WORKFLOW & COMMUNICATION



BUSINESS PARTNER

GIVING FEEDBACK

Product review feedback
Quality review feedback (art, design)



REPORTING ISSUES

Dev / art / design discussions
Provide decisions on flagged risks
Provide decisions on scope / cost changes



REVIEW & APPROVAL

Review builds
Approve builds



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RECEIVING FEEDBACK

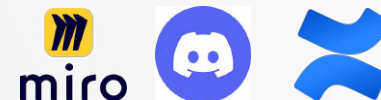
Weekly / sprint sync meetings
Track & communicate updates

PROVIDING INFO & OPTIONS

Track issues & provide options
Communicate risks & mitigation options
Communicate & provide options for scope / cost changes

PROGRESS REPORTING

Track issues & provide results
Sprint / risk / milestone reporting





**THANK YOU
FOR YOUR TIME**

Follow us on social media!

You are one step closer to creating your dream idea!





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