

PRESENTATION ABOUT: «THE COMPANY OF AZMU»

Prepare students for the course
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GENERAL INFORMATION

AZMU - UKRAINIAN PRIVATE COMPANY, A DEVELOPER OF COMPUTER GAMES. FOUNDED IN 2010 BY THREE FOUNDERS VLADISLAV YURICHKA, ALEXANDER COLD, MOGILYUK TARAS. THE LOCATION OF THE COMPANY - UZHGOROD. IN 2015 THE COMPANY BECAME ALSO PUBLISHING HOUSE - AZMU PUBLISHING. IN 2015, THE COMPANY PUBLISHED ITS FIRST GAME UNDER THE SAME NAME. CASH FLOW ABOUT A MILLION DOLLARS A YEAR.



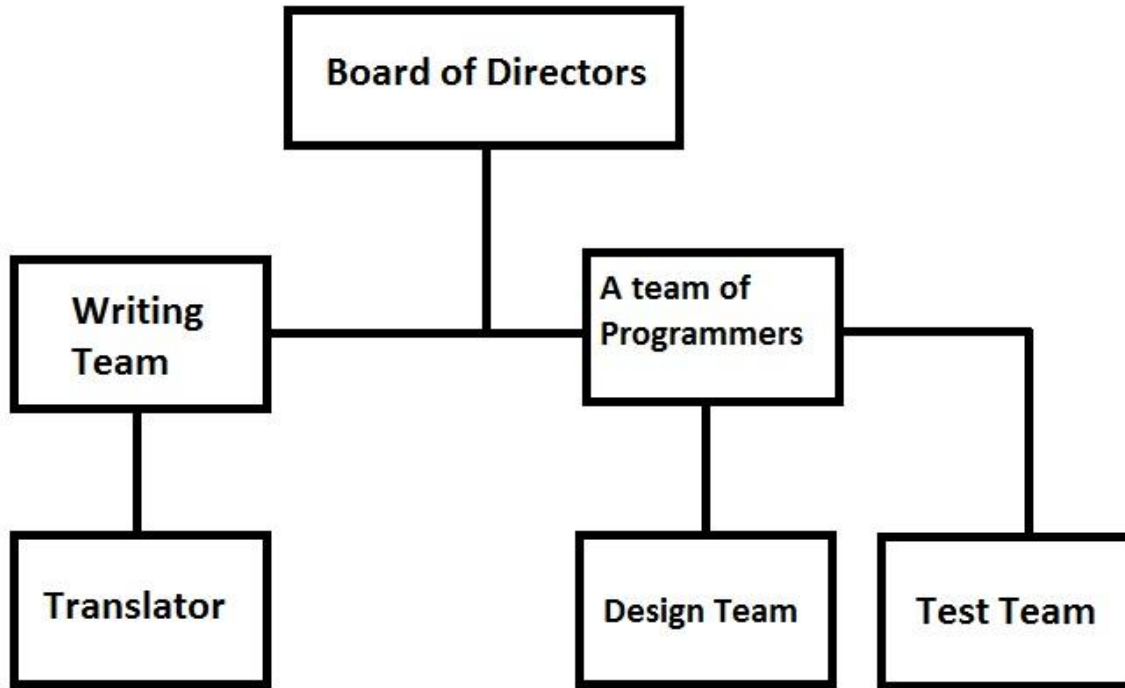
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THE MAIN ACTIVITY - DEVELOPMENT OF COMPUTER GAMES, THEIR TRANSLATION AND LOCALIZATION. THE COMPANY HAS LISTED GAMES SUCH AS AZMU, «HOW TO TAKE OVER THE WORLD WITH THE HELP OF SLIPPERS AND ROPES," AND COUNTLESS OTHER PROJECTS.



THE STRUCTURE OF THE COMPANY

AT THE MOMENT THE COMPANY EMPLOYS TEN PEOPLE, NOT INCLUDING THE BOARD OF DIRECTORS: TWO DESIGNERS AND THREE PROGRAMMERS, A TRANSLATOR, WRITER, TWO, AND TWO TESTER. THE WORK OF ACCOUNTANTS, MANAGERS, PUBLICISTS, JURISPRUDENCE ENGAGED BOARD OF DIRECTORS.



WORK WITH OTHER COMPANIES AZMU

THE COMPANY COOPERATES WITH OTHER COMPANIES ON A VARIETY OF ISSUES, RANGING FROM TRANSLATION, ENDING WITH FULL LOCALIZATION OF THE GAME. OUR COMPANY HAS WORKED WITH SUCH MAJOR ORGANIZATIONS AS THE NEO GAMES, BLIZZARD, TOKEN ENTERTAINMENT, TOKYO GAMES ETC.



FUTURE PLANS:

- DEVELOPMENT OF THE COMPANY
- EXPANSION OF THE SALES MARKET
- EXPANSION OF THE STATE
- ISSUE NEW PRODUCTS
- CO-OPERATION WITH NEW PARTNERS
- EXPANDING SUPPORTED DEVICES
- WORLD DOMINATION
- AND OTHER EQUALLY IMPORTANT GOALS



ГРОБИК
твой последний домик

THE END

