

Poland.
Business Forward
Creative Industry

Polish companies at
Game Developers Conference 2025

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gamedev recruitment agency

8Bit

8Bit is a boutique games industry recruitment agency that has long been linking studios to exceptional talent across all game development sectors—from indie to AAA—and across platforms including mobile, PC, console, and emerging technologies like VR/AR, AI, and blockchain. They’ve now launched a dedicated job board, marking another step in our mission to become a premier recruitment hub for the games industry.



Recognized by Forbes among the Top 30 Companies for Remote Jobs, 8Bit has partnered with over 100 clients worldwide. They are also deeply committed to animal welfare, supporting trusted pet rescue organizations, and advocating for foster homes and pet adoptions.

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computer games development

AFTERBURN



Pup Champs is a cozy tactical puzzle game where you guide a team of adorable pups through school league soccer matches. Use your wits to solve over 100 challenges and become the best team in the neighborhood!



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computer games development

Baked Games is a small game developer from Poland. They create games out of passion—games they would love to play themselves.

They are currently preparing to present the PC version of „Neuroshima Hex”, the legendary Polish strategic board game, to a wider audience. The game is set to launch in Q2 2025.



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computer games development



Go on an adventure on a subatomic level! Test your wits in a freaky, tricky logic game with an abstract concept and colorful heroes. Perfect in single player and up to 3-player local co-op.



Strings Theory is a wacky puzzle / arcade game where you control the particles of life itself!

Inspired by the romantic side of physics, we take you on an epic journey into the heart of Anomaly. Control three unlikely heroes with their own personalities and skills. Beat more than 50 brain-twisting levels. Save the microcosm from a deadly threat!

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Motion Capture and Character Animation services



Bones Studio is a global production studio specializing in full performance capture and all-purpose character animations for AAA games. Their team excels in delivering high-quality animation solutions throughout the entire workflow of character animation production. From casting and props creation to performance sessions and full post-production, their core expertise ensures a complete and seamless experience.

At Bones Studio, they pride themselves on being an all-in-one studio, capable of capturing complete character performances, including body, face, and fingers. With their state-of-the-art technical setup, they ensure precise and realistic animations that bring characters to life.

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VR/AR



Carbon Studio is a leading developer of virtual and mixed reality (VR/MR) experiences, established in 2016 and based in Poland. With a dedicated team of 30 skilled professionals, the studio specializes in creating immersive entertainment using Unreal Engine and Unity. Carbon Studio has successfully released six VR/MR titles, earning global recognition for its innovation and high-quality productions.

The company is known for collaborating with renowned intellectual properties, including partnerships with Warhammer and Games Workshop. Its portfolio features critically acclaimed titles such as The Wizards series and other innovative projects. Carbon Studio continues to push the boundaries of immersive technology, developing captivating experiences for all major VR and MR platforms.

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governmental support

**Polish Creative
Industries
Development
Center**



CRPK is a cultural institution that develops the creative industries through a system of public support, knowledge gathering, networking, promotion, responding to the needs of sectors, and building synergies with other areas of development and innovation.

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VR/AR

Creativity AR is an innovative development studio that has just signed a publishing deal with Meta.

The upcoming title, Fixer Undercover, is an immersive VR adventure-puzzle game, set to premiere in 2025. Players take on the role of a secret agent infiltrating a high-security prison. The game features realistic interaction with tools, creative puzzles, and a brilliant AI drone named Winston accompanying the player. Offering 6-8 hours of gameplay, Fixer Undercover combines high-quality graphics with an engaging narrative, using the full potential of VR technology.

The studio wants to present the latest trailer for the game at the Polish stand at GDC 2025



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Cubepotato Games is a small indie studio from Poland founded by high school friends with a passion for game development. They enjoy experimenting in game jams, where they create innovative prototypes, like Telegraphist 1920: Beats of War, which began as a game jam project.



In August 2022, they launched their first game on Steam, Decorporation, which evolved from a short game jam idea into a full production. Later that year, they secured second place in HackYeah 2022's Polish Great Battles category, which further inspired the development of Telegraphist 1920. Since April 2023, they've been focused on creating the full version of Telegraphist 1920: Beats of War, a unique blend of rhythm mechanics and historical narrative.

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Conference, event, networking

Digital Dragons Conference is one of the largest international events for the digital entertainment industry in Central and Eastern Europe. The main goal is to create a Business to Business (B2B) cooperation platform within the games sector in Europe. The 2025 edition of Digital Dragons Conference will take place from 18 - 20 May in ICE Krakow Congress Centre including:

- Digital Dragons Awards – the oldest and most prestigious awards in the Polish games industry.
- Indie Zone – a special area dedicated to independent game developers.
- Indie Dragons Awards
- Digital Dragons Arena pitching contest
- Legal Summit powered by Rymarz Zdort Maruta
- Game Design Summit powered by Anshar Studios
- Business Networking Zone
- Lectures and panel discussions

Digital Dragons



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localization



Localizing games, software, websites as well as performing transcreations is their pride and joy. They support small productions and offer free translations of game descriptions into Polish, English and Chinese to help you position your game on Steam!

They localize games of different genres for all available platforms. Whether you develop indie games or AAA productions, they will translate every content – from UI elements through dialogues to internal documentation – paying special attention to the nature of your product.

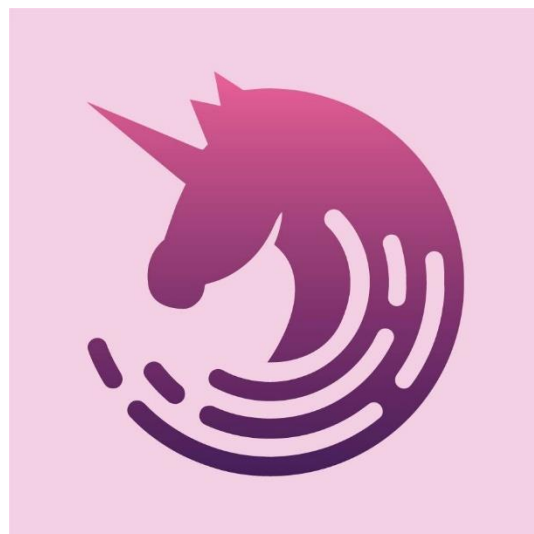
There are unique cultural aspects in each country and language. With them, you will effortlessly pass on the right message. They will make the necessary amendments so that the transcreation will reflect the original text and sound natural.

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computer games development



DVD Unicorns is a group of passionate Polish developers who love to create games! They want their projects to provide entertainment for both the players and themselves. In their games, they focus primarily on originality and unique mechanics.

Their main project is Bytebond, which is a cooperative puzzle game for two players, set inside a computer world. Players take on the roles of two adorable robots whose goal is to defeat a virus threatening the operating system. The gameplay revolves around solving puzzles, cooperating with each other, and overcoming enemies. The story is told through visual storytelling, without the need for dialogues.



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computer games development



They craft highly immersive viral action-adventure and narrative-driven games with deep historical authenticity and rich gameplay.

Began with the viral success of the Ecumene Aztec trailer, amassing 60M+ views. Specializes in historical games with immersive gameplay and authentic storytelling in the Ecumene series for other civilizations: FEUDAL JAPAN, ROME, EGYPT like Assassin's Creed franchise but in AA scope New Narrative Horror IP codename Sinful Repent.

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computer games development



EXOR Studios is an independent game studio located in Szczecin, Poland. A team of passionate veterans, EXOR Studios are focused on delivering high-quality titles to the core gaming platforms – PCs and consoles. EXOR Studios was officially founded in 2007; however, the company’s roots as a modding group can be traced back to as early as 2003.



The studio’s first major project was D.I.P.R.I.P., a total conversion Mod for Valve Software’s Source Engine. The experience and know-how gained thanks to this project allowed the team to produce the games they love and really want to make. The first standalone game from EXOR was Zombie Driver, which has sold over 1 000 000 copies across many gaming platforms. The studio’s latest game, The Riftbreaker, released on PC, Xbox, and PlayStation.

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Development, Co-development, Art Production, Art Direction, Game Design, Level Design

Game Factory is a game development studio based in Szczecin, Poland. Founded in 2005, provides full development services, art direction and production, level and game design services as well as help with live-ops and game maintenance. They also specialize in team supplementation/co-development.

Technologically the company specializes in Unity3D with target platforms ranging from mobile and browser to PC and consoles.

It has a trackrecord of successful cooperation with industry giants, including Jam City, Wooga, Playdom/Disney, Wizards of the Coast and Activision/Blizzard. The team has created over 200 game products in various genres. The core competence, however is in casual and mid-core, fun to play games with modern game mechanics.

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computer games development



Established in 2019 by Piotr Pacynko, False Prophet is a seasoned team of developers based in Warsaw (Poland).



With industry experience contributing to renowned games such as Shadow Warrior 3, Sniper: Ghost Warrior Contracts, and The Medium, False Prophet aims to redefine the tactical RPG landscape with BEAST.

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Far From Home is a crew of experienced developers of games in the AAA and indie segments. The studio positions as AA+, blending their expertise and know-how in premium production, and willingness to further venture into tackling games with deeper meaning and mature subject matter.

Formed in April 2020, the team is based in Wroclaw Poland with members having worked on such prestigious titles as Dying Light, Dying Light 2, Dead Island, The Medium, Chernobylite and the Divinity Original Sin Series. Their first title, Forever Skies, is currently in development and is planned for release on PC and consoles. Forever Skies is a first-person, survival-based game taking place on a ruined Earth after an ecological disaster that wiped out humanity.

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At Frozen District they specialize in engaging simulation games. Their popular title, House Flipper, lets players buy, renovate, and sell houses, focusing on creativity, strategy, and immersive experiences.

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Conference



The Game Industry Conference (GIC) in Poznań, Poland, is an international event for game developers and industry professionals that draws thousands of attendees and hundreds of speakers from around the world each year. The conference features summits, a career expo, B2B meetings, and advanced-level talks. It also hosts the Central & Eastern European Game Awards (CEEGA), which showcase regional talent and games.



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Digital distribution platform



GOG is a leading European digital distribution platform specializing in classic games and game revivals. Actively engaged in game preservation, they are one of the few companies that not only make classic titles available, but also ensure they remain playable on modern hardware.

As the only Polish member of EFGAMP, they collaborate with cultural institutions worldwide to safeguard video game heritage.

GOG offers a catalog of over 10,000 games, including more than 2,000 classics, and their unique GOG Preservation Program guarantees long-term support for selected titles as long as GOG exists. Additionally, they celebrate gaming history through Dreamlist, a new feature that empowers players to voice which classic games they want to see revived.

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computer games development



Cosminers is a 1-4 player co-op FPP sci-fi building, mining game with survival elements based on day/night cycle. Start your career as a cosmic miner! During the day, mine raw materials, create new tools and lethal weapons. Build up your base and protect yourself, gain wealth and fly away in a rocket, or turn your outpost into an impregnable fortress! Throughout the day, discover new deposits of raw materials, mine and process them in refineries. From the materials you acquire, create new tools and weapons. At night, you must defend your base from attacks by monsters that want to destroy your buildings. Shoot and use different weapons including a variety of turrets. Do your best to fend off the advancing waves of terrifying beasts and defend your outpost.

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**computer games development,
3rd party games development**



Ice Code Games specializes in tactical and strategy genre, with two games, Hard West II and Rogue Waters, released on multiple platforms. With proprietary machine learning tools and a veteran team working 100% remotely since before The Event, Ice Code Games is a creative and professional partner.



At GDC they are networking, looking for publishers for their future projects and opportunities to apply their proven experience to creating games based on established IPs as 3rd party development studio.

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computer games development



Illusion Ray Studio is dedicated to crafting deeply immersive worlds filled with overwhelming threats, igniting a true sense of adventure in players. Their mission is to become a leading AA studio, growing to a team of 50+ talented developers. After reaching over 2.5 million players with *The Beast Inside*, a dark and immersive action horror, they now present their next project:

Wardogz – Third-Person Action RPG set in a Grimdark Dieselpunk world, where cosmic magic collides with industrial power. In *Wardogz*, players battle monstrous foes using visceral melee combat with guns, while uncovering the secrets of a mysterious mechanical structure overtaking the world.



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computer games development



Image Power is a video game developer/publisher with a focus on simulators and spooky games.

The studio is currently finishing the production of Haunted House Renovator and wants to demonstrate it at GDC. It's a game where the player explores and renovates haunted locations while trying to deal with mischievous entities. Each haunting can be dealt with in a nice way or a mean way, some of them can even be adopted since the player also uses supernatural abilities and tools. It's a singleplayer game with a Steam release planned for Q2 2025.

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VR/AR



Incuvo S.A. is a Polish studio with many years of experience in video game development. Founded in 2012, they have thrived making games for multiple platforms, including Meta Quest, PSVR2, and Steam VR. Their true calling and future interests lie in Virtual Reality. They are the developers of well-known VR titles like Layers of Fear VR, Blair Witch VR, Green Hell VR, and Bulletstorm VR. Currently, they are working on our survival action game dedicated to Meta Quest 3. Since 2021, they have been on the Polish Stock Market, and based on more than 70 individuals experienced in VR, they aim to be the global leader in this market. Nowadays, they port and produce VR games using work-for-hire and self-publishing models. They are also involved in R&D projects. Incuvo's majority stakeholder is PCF Group S.A.

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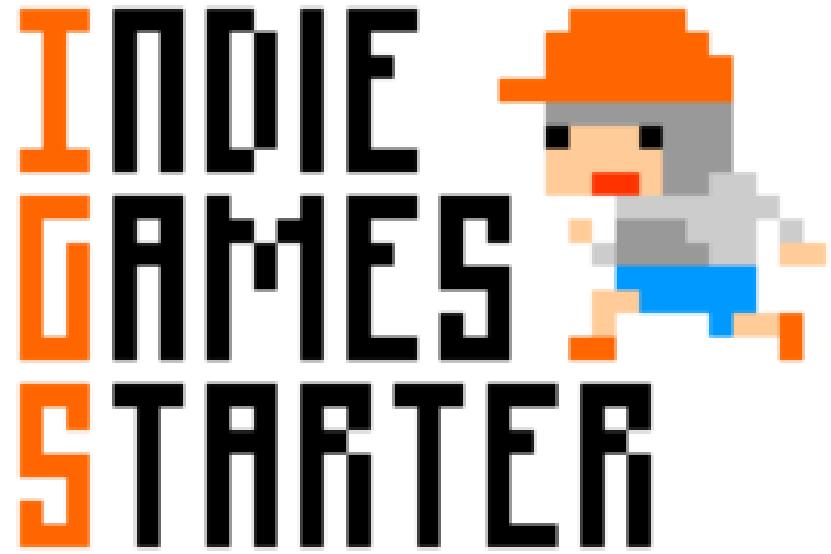


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computer games development, Games Porting



Indie Games Starter, founded in 2022, is an innovative publisher focused on promoting and publishing indie games. Their main goal is not only to publish games but also to provide young, ambitious teams with the necessary support and guidance to successfully enter the gaming industry. Projects that emerge from under their wings often gain recognition in the market, bringing significant profits to the creators.



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computer games development, VR/AR



INSTITUTE
OF NATIONAL
REMEMBRANCE



They show history that affects you. They tell the story of recent history using the latest technologies. They conduct a digital transformation of the resources of the Institute of National Remembrance. They create materials available on mobile devices, PCs, as well as in virtual reality (VR) and augmented reality (AR). They want to arouse curiosity about Polish history wherever contemporary viewers are.

They acquire and develop technologies that make it easier for historians to learn about and interpret recent history. They implement powerful IT tools, artificial intelligence (AI) and machine learning systems to better understand history, and its contemporary audiences.



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in-stream advertising, digital marketing, metaverse



inStreamly operates in the live streaming and gaming industry. The company offers a platform that automates collaborations between streamers and brands through micro-sponsorships, enabling streamers to monetize their content and brands to engage with younger audiences, particularly Gen Z. Company has collaborated with over 150,000 streamers across more than 2,000 campaigns for 346 brands, including major gaming-centered campaigns in Poland for Play and Coca-Cola. The company has expanded its operations internationally, with investments from global funds and plans for further expansion into new markets. Innovative solutions include AI-powered tools and voice recognition technology. inStreamly connects the brand with thousands of streamers and allows you to reach Gen Z.



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computer games development



Medway Games is a highly experienced team with over 10 years in the industry, having developed numerous games for customers.

Now, they're bringing their own IP to life with Just a Die, an isometric roguelike where you play as D6, a brave six-sided die navigating four hostile regions inside an old cabinet. Roll to reload and switch weapons, combine upgrades for powerful effects, and fight through intense bullet-hell battles against brainwashed board game pieces. With a dynamic combat system inspired by Hades and Enter the Gungeon, every run offers a fresh challenge. It's time now—get ready to roll!

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computer games development



MFA GAMES is an independent game development studio dedicated to creating distinctive and immersive premium indie games.



They're currently working on „The Skyland Chronicles”: a roguelike, third-person perspective (TPP), action-adventure game set in a pirate theme.



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computer games development, Animation Studio



Mighty Koi is a growing gaming and animation studio with a team of 110 professionals, creating immersive experiences powered by proprietary technologies like photogrammetry and proprietary development tools.

Mighty Koi is developing two AA+ flagship projects, Thorgal and The Night Wanderer, both based on globally recognized IPs. With a focus on transmedia strategies and high-quality production.



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One More Level S.A. - Creators of Ghostrunner and Ghostrunner 2, now working on the project Cyber Slash.

OML was established in July 2014 and since then it has been regularly developing its market potential by expanding its team, technology, and portfolio. Currently, the team consists of approximately 60 people - both developers with many years of experience in the industry and young, talented specialists.

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**computer games development, co-development, porting,
remastering, art, localization, quality assurance**



QLOC is synonymous with quality delivered on time. Their company is a first-class service provider for video game industry, ensuring professionalism at every stage. Their team consists of more than 700 professionals: testers, programmers, designers, producers and other specialists.



They provide functional and linguistic testing, co-development, porting and remastering services, translate and localize games into 40 languages, deliver 3D graphics, character and concept art. They offer first-class services to the biggest players in the video game industry - EA, Capcom, Warner Bros, CD PROJEKT RED, Activision and BANDAI NAMCO Entertainment among many others.



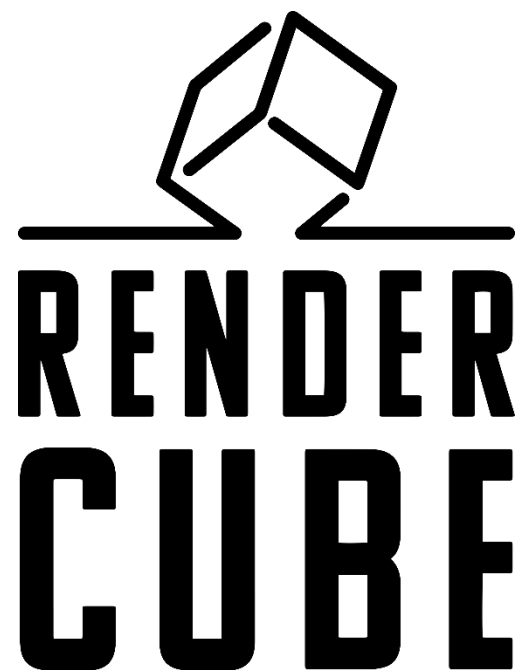
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computer games development



Render Cube is a studio based in Łódź. Their team consists of dedicated people who love games and do their best to provide our players with the best possible experience.

In their studio you can meet specialists from various fields: programming, level design and games. 3D and 2D graphics, animation, writing, music, quality control and marketing. They value not only the high quality of their work, but also mutual trust and support.

They are collaborators, but they feel like family and they believe that this is their key to creating successful titles such as Medieval Dynasty.

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gaming devices production



They are a Polish consumer electronics and gaming brand. They make sure that their devices are characterized by great quality, high performance, intuitive use, modern design, wide availability and affordable prices. It is extremely important to them to make everyday life easier for users, to support the realization of their goals and solve current problems.

They recognize the needs of users and changing trends in the market, so they systematically expand their offer with new electronic and gaming products. They believe that great quality can be available for everyone.

In their operations they benefit from the experience of Elmak sp. z. o. o., which has been producing electronics since 1990.

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computer games development, VR/AR



SPECTRAL GAMES



Spectral Games is an indie gamedev studio, founded in 2009 – initially they were developing mobile apps and games. In 2021 they've decided to change their strategy and focus on the promising virtual reality market – the conclusion to that was releasing „Medieval Dynasty New Settlement”; back in March 2024 for Meta Quest headsets. Being a VR spin-off of a highly successful flatscreen IP by the Render Cube studio called „Medieval Dynasty”, the game quickly gathered long term fans following its development, release and plentiful updates later on. Ever since the release „Medieval Dynasty New Settlement” received additional content, paid DLCs and continuous support, which is highly appreciated by the community and Meta Quest Store reviews having an app rating of 4.7 stars from over 1200 reviews.

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THE KNIGHTS OF U

GETTING GAMES DONE



computer games development, External programming services, mainly co-development and porting

The Knights of U (formerly The Knights of Unity) is an external development studio from Poland, offering world-class game outsourcing services since 2015. Leveraging Unity and Unreal Engine, two leading technologies, they are prepared to tackle the evolving market demands.

Areas of expertise: Co-development, Porting, Optimisation, Technical art

Major clients: SEGA, Ubisoft, CD PROJEKT RED, THQ Nordic

Key projects: Disco Elysium, Cult of the Lamb, GWENT: The Witcher Card Game, SIGNALIS

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**computer games development, Production;
Investment; Marketing; PR; Publishing; Publishing for Hire**

UNTOLD
TALES



Untold Tales is a video game publisher focused on delivering unique and high-quality indie games to players worldwide. They help developers with funding, marketing, and publishing across PC and consoles, ensuring their games reach the right audience. Their portfolio features diverse titles with strong narratives, engaging gameplay, and distinctive art styles.

From heartfelt adventures to action-packed experiences, they bring unforgettable stories to life, giving developers the support they need to make their visions a reality.

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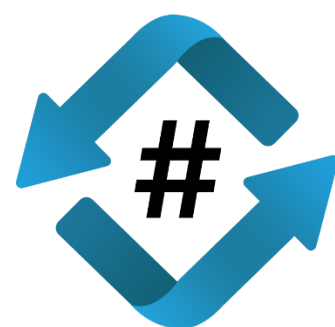


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computer games development, <https://lubiegrac.pl>



W&W



InkVeil Studios is a freshly found development team, currently working on its first game, Cthulu Mysteries: The Veins of Arkham. The project was born out of our passion for darker themes in media and our dedication to exploring human nature through interactive storytelling. The Veins of Arkham honours works of H. P. Lovecraft and classic detective novels, drawing inspiration from old-school, point-and-click adventure games. With a focus on mystery-solving through wit and deduction and a painterly art style, Arkham City is revisited to tell the story of a serial murder case unlike any other.

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