IMS

IMS remote workstations

Empower your developers and testers to work from home or anywhere in the world on powerful cloud machines

Harry Edwards

bd@improbable.io

v1.0

Azure

The challenge with remote game development:

Empower your developers & testers to flexibly work from anywhere in the world

Workstations for developers

— Reduce the cost and complexity of managing and shipping physical hardware globally

— Onboard new talent or contractors faster without being disrupted by fragile hardware supply chains

— Easily configure and spin up new virtual workstations for your developers on demand

— Access powerful GPU VMs as virtual workstations

Workstations for game testing

— Ensure secure and efficient QA testing across remote and external teams

— Test your game on a wider variety of hardware specifications for representative testing

— Enable team members with non-developer-grade hardware to contribute to your studio-wide playtests
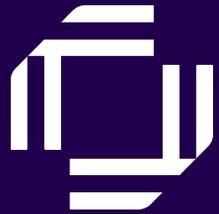
IMS
Improbable
Multiplayer Services

Tailored solutions from experts for specialist multiplayer backend problems and complex backend tech, so you can keep your team lean and focused on what you do best.

Our areas of expertise:

-Online Services
-Gameplay Enablement
-Game Server Operations
-Developer Effectiveness

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Who is it for?

Game studios collaborating across global, remote and external teams.

How long does it take to onboard?

3 days

What do I get?

A managed solution where our team deploys virtual workstations to your developers and testers on Azure for you.

Pricing?

Managed service fee: 15% of the workstations' hosting cost

Onboarding: $4.800 - $9.600 depending on the size of your team

Inflexion Games
Nightingale

Goal
Deep down in the production of Nightingale, COVID forced Inflexion Games to go fully remote. To ensure the team could continue with their work on Nightingale, the developers and testers needed access to powerful workstations from home.

What we did
We analysed Inflexion's needs across the different teams and roles for access to powerful workstations from home.

We prepared and executed a migration from physical workstations to cloud-based ones in less than a week enabling developers and testers to work from home or anywhere in the world by spinning up powerful virtual machines.

Recently, Inflexion officially announced Nightingale to be released as planned in 2022, supported by the IMS team and thanks to the work and tools they provided.

Result
We enabled Inflexion Games to spin up powerful workstations for their developers and testers in the cloud so they can collaborate efficiently across global, remote and external teams.

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Thank you!

To ask questions or to get started:
bd@improbable.io

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IMS remote studio builds on best-in-class technologies
[example architecture diagram]