

Orbital Knight sp. z o.o.

Mobile games studio based in Warsaw, Poland

Founded in 2012

Team size: 23

100M+ game downloads

R&D: created **multiplayer engine**, exploring VR/AR

R&D team participates in EU projects:

Innova engine (2017–2020)

engine for online, cross-platform multiplayer gameplay for mobile games.

Iusscross-platformmb (2017–2020)

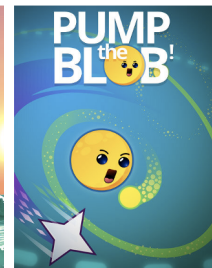
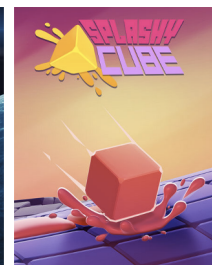
Innovative universal system supporting cross-platform mobile gaming in user management and delivery of new content for applications.

ACCORDION (2020–2023)

Adaptive edge/cloud compute and network continuum over a heterogeneous sparse edge infrastructure to support nextgen applications.

CHARITY (2021–2024)

aspires to leverage the benefits of intelligent, autonomous orchestration of cloud, edge, and network resources, to create a symbiotic relationship between low and high latency infrastructures that will facilitate the needs of emerging applications.



Our R&D goals:

Further improvements of our Multiplayer Engine

Integrating VR and AR with multiplayer engine

Continue exploring and researching AR and VR technologies

Create prototype of training tools using VR technology



We are open for cooperation in *Horizon Europe*

solid, experienced partner for EU funded projects

game development knowledge and skills

providing multiplayer game as an use case for new networking solutions
(verifying: latency, deployment, orchestration)

providing research and innovations in VR and AR

creating VR application in collaboration with other partners

creating mobile game in collaboration with other partners

Lets talk!

Contact:

Zbigniew Ledwoń

Senior R&D Engineer

zledwon@orbitalknight.com

<https://www.orbitalknight.com/>