

COMPANY PROFILE DESIGN

RADGAMES INC. PROFILE

Founded in 2012, RadGames is a company specializing in bringing the best in Android gaming to a variety of fans. Based in Savannah, Georgia, RadGames boasts an extensive headquarters for developing and testing the latest in gaming technology. Many well-known games, including CubeLocker and Escape the Titan, were first developed in a RadGame lab.



Rather than constraining itself to a particular genre, RadGames seeks to bring a variety of different strategy, thriller, RPG, FPS, and animated games to its many followers. It has locations across the globe, and seeks to be a place where developers across the world can congregate to create meaningful games.



In line with its corporate mission to create immersive games which bring people together, RadGames also incorporates this philosophy into its employee strategy. Employees are essentially freelance programmers, who work in teams of six to develop a game for a target audience. At any point in time, there are at least 40 games in development, which ensures that new games are released weekly.

Each game is developed according to the strengths of its programmers, which gives RadGames its ability to produce a wide variety of games that caters to a plethora of gaming styles.

Each year, RadGames hosts its GameaThon, which brings together developers and gamers from around the world to brainstorm new gaming ideas, and brings new talent to the company.

RadGames has extensive plans for the future, the most heavily developed being its virtual reality platform.

In a partnership with google, RadGames has developed the RadGlass, which comprises eyewear and a mouthpiece that integrates with the Android OS seamlessly.

Currently, they are testing several games developed especially for the RadGlass, which will only be available to users with the device.

It allows users to experience their favorite Android games without interacting directly with a screen.

The RadGlass is slated to be released in early 2017.