

Fuel Powered automates live ops functions for mobile games with its Fuel Powered Platform in order to create and sustain player's engagement.

The Fuel Powered Platform allows mobile game developers to dynamically create and deliver features for mobile games that work both online and offline. The platform can be updated in real-time reaching 100% of the audience immediately and it empowers developers to deliver personalized experiences to different players. It is built in such a way that any Live Ops products can stem from it.

FOUNDED

2012

LEADERSHIP TEAM

CEO, CO-FOUNDER
 Mikhael Naayem
 Columbia finance grad who loves mobile games

COO
 Snjezana Cvoro-Begovic
 COO Globant, North America

SENIOR PRODUCER
 Derrick Aynaga
 Former Microsoft & Ubisoft, Launched Forza Online

OFFICES

 San Francisco
 Vancouver

CTO, CO-FOUNDER
 Alan Price
 Game technologist and former CTO of Electronic Arts

SENIOR PRODUCER
 Christophe Labrune
 15 + years of gaming experience Live Ops Manager at EA & DeNA

VP ENGINEERING
 Mark Slemko
 Built backend infrastructure for Serious Games

FINANCING

\$5M

CURRENT PRODUCTS ON THE FUEL POWERED PLATFORM

- **Ignite** - Allows producers to create, tune and deliver Live Events in real-time without the need for engineering
- **Dynamics** – Empowers real-time tuning of game variables and the ability to create and segment cohorts to deliver personalized experiences
- **Compete** - Brings asynchronous head to head challenges and tournaments to mobile games

KEY CUSTOMERS
