

Senior Unity devs who plug into your live game.

6 Senior devs, 40+ shipped titles.
We pick up your codebase and keep it moving.

Small enough to care, senior enough to ship.

Remote across Europe, working in your timezone.

Communication comes first - fast answers.

No account managers, no handoff chain.

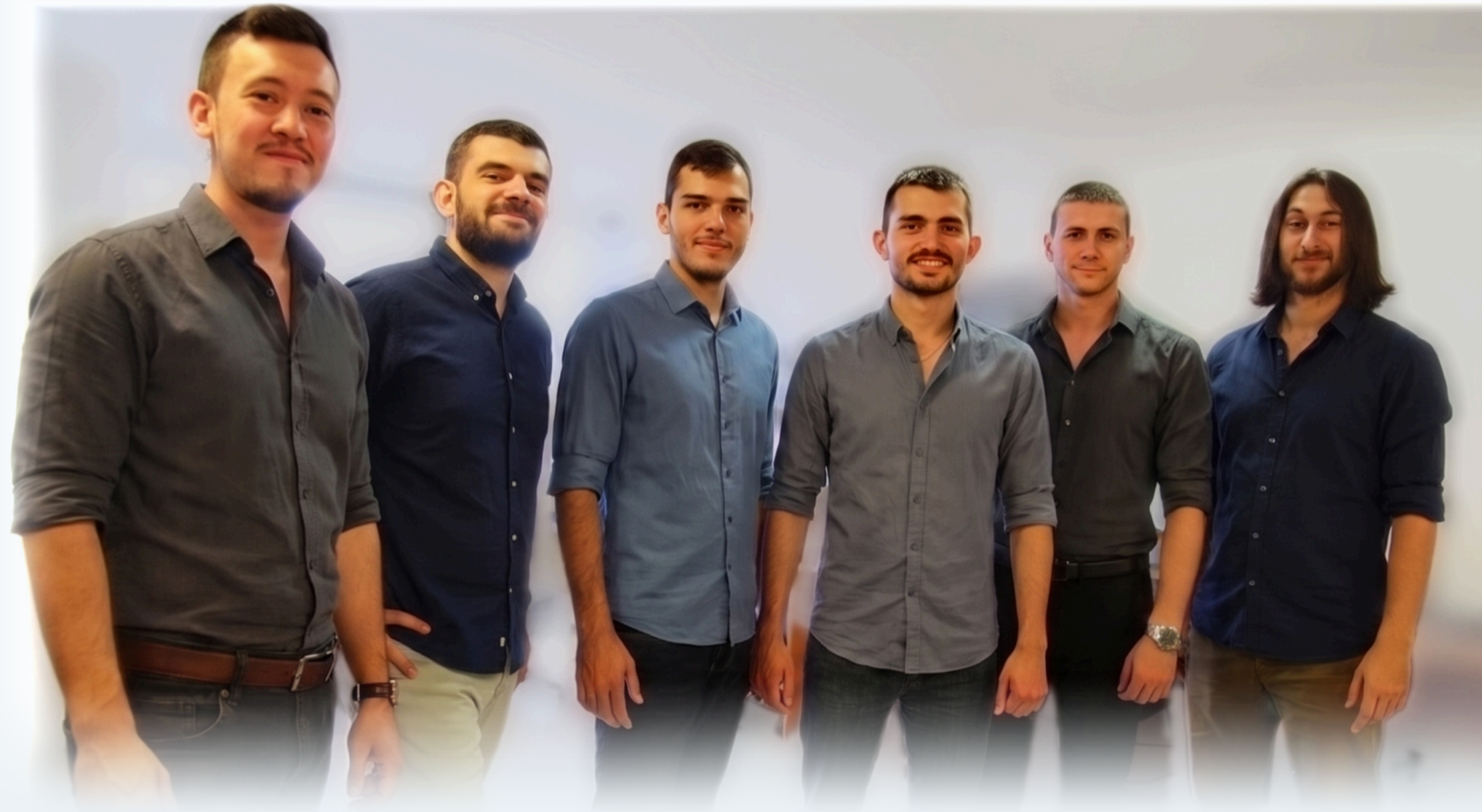
DEVELOPERS

GAME DESIGNERS

ARTISTS

SOUND

QA



Two stacks. Both run deep.



- **Gameplay systems** and mechanics
- **Multiplayer** - local and online
- **Backend services** and integrations
- **Performance optimization**
- **Console builds** and **porting**
- **LiveOps** features and content tools
- **VR / XR** and third-party SDKs

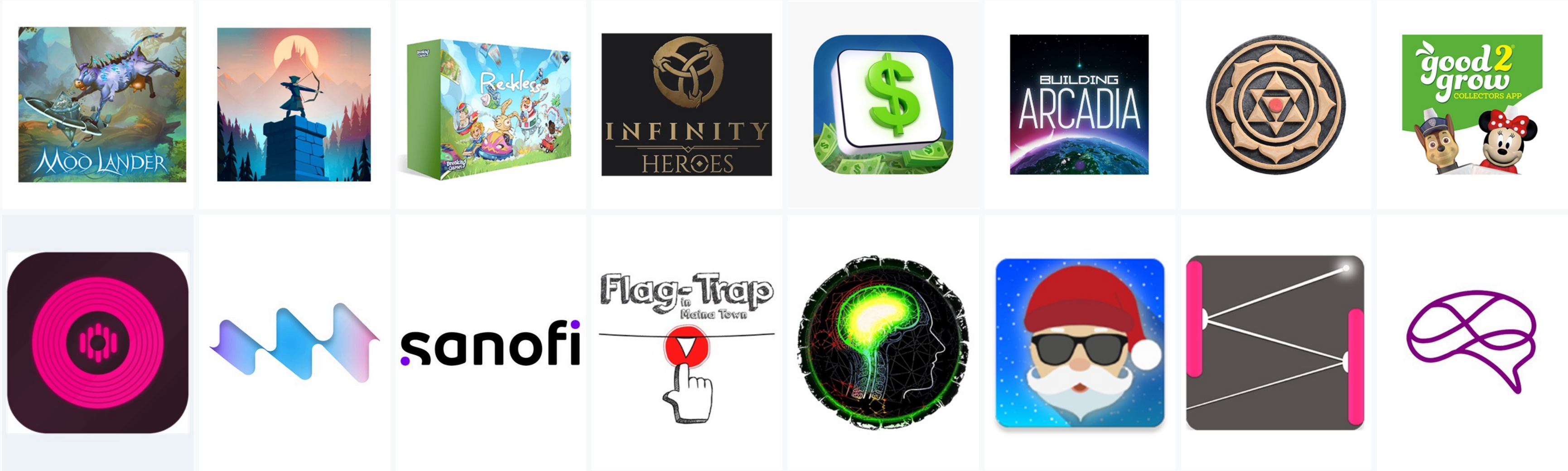


- **Full products**, concept to store
- **One codebase** for iOS and Android
- **AI and API integrations** - OpenAI, Spotify and more
- **Subscriptions** and in-app purchases
- **Push, analytics** and backend APIs
- **Store submission** and release management

40+ shipped titles across every platform.

Android · iOS · PC · Xbox · PlayStation · Nintendo Switch · VR / XR

Moo Lander · Sanofi · Good2Grow · Infinity Heroes · Arrow Quest · Building Arcadia · TuneMatch AI · The Better You



Moo Lander

A physics action-adventure, shipped on PC, Xbox, PlayStation and Switch.

CHALLENGE

A mechanically rich game that had to feel great and run stable on four very different platforms.

WE OWNED

Core game systems and mechanics. Menus, animation, moment-to-moment feel. Local multiplayer and level-building tools. Performance optimization on all targets. Part of the Switch port.

RESULT

Live on all four platforms.

[PLAYSTATION STORE](#)

[IGN TRAILER](#)

Snip & Ship

An original mobile puzzle, developed in Unity with AI-assisted prototyping.

AI WORKFLOW

Concept studies make art and layout options quick to compare. AI-assisted coding and Blender scripts speed up prototyping and iteration.

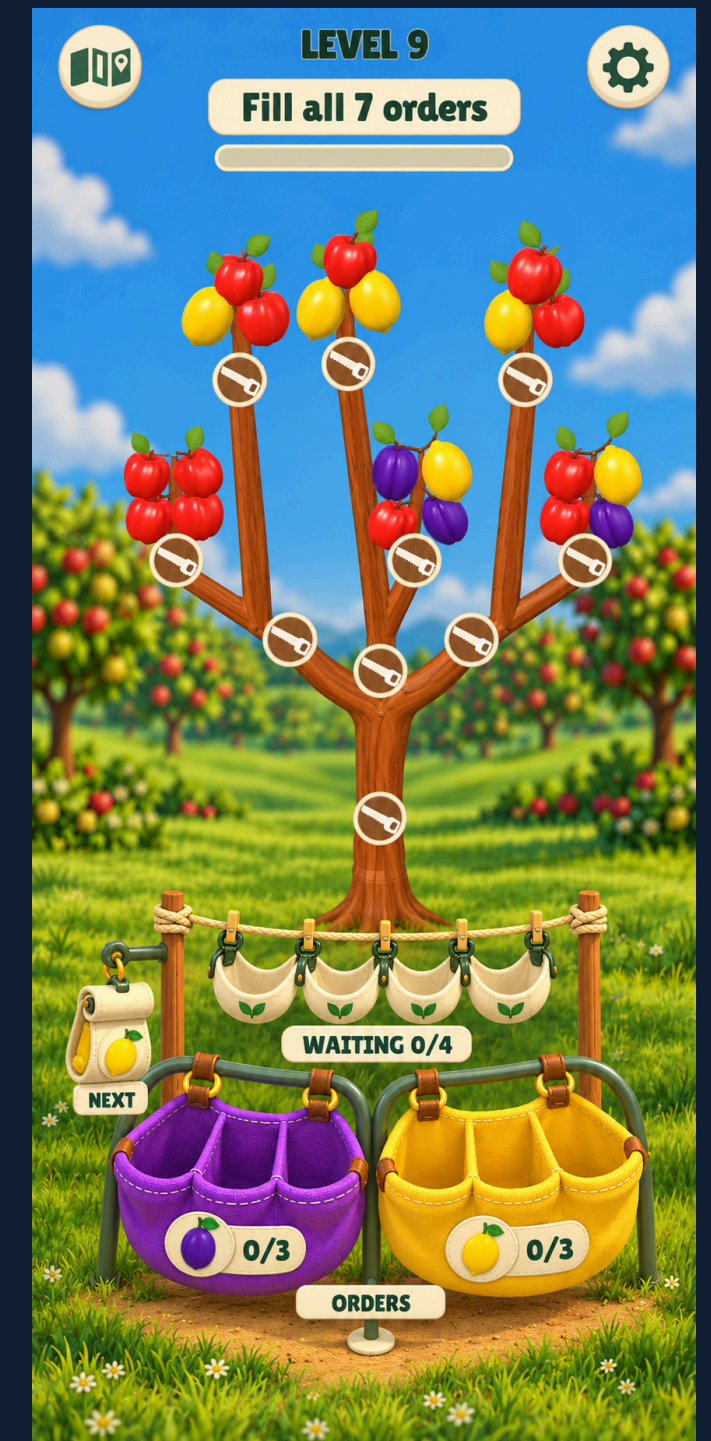
THE BUILD

30 authored levels, puzzle rules and solver, saved progression and custom 3D assets. Playable Android and iOS development builds.

In development / Unity / C# / Blender



Main menu



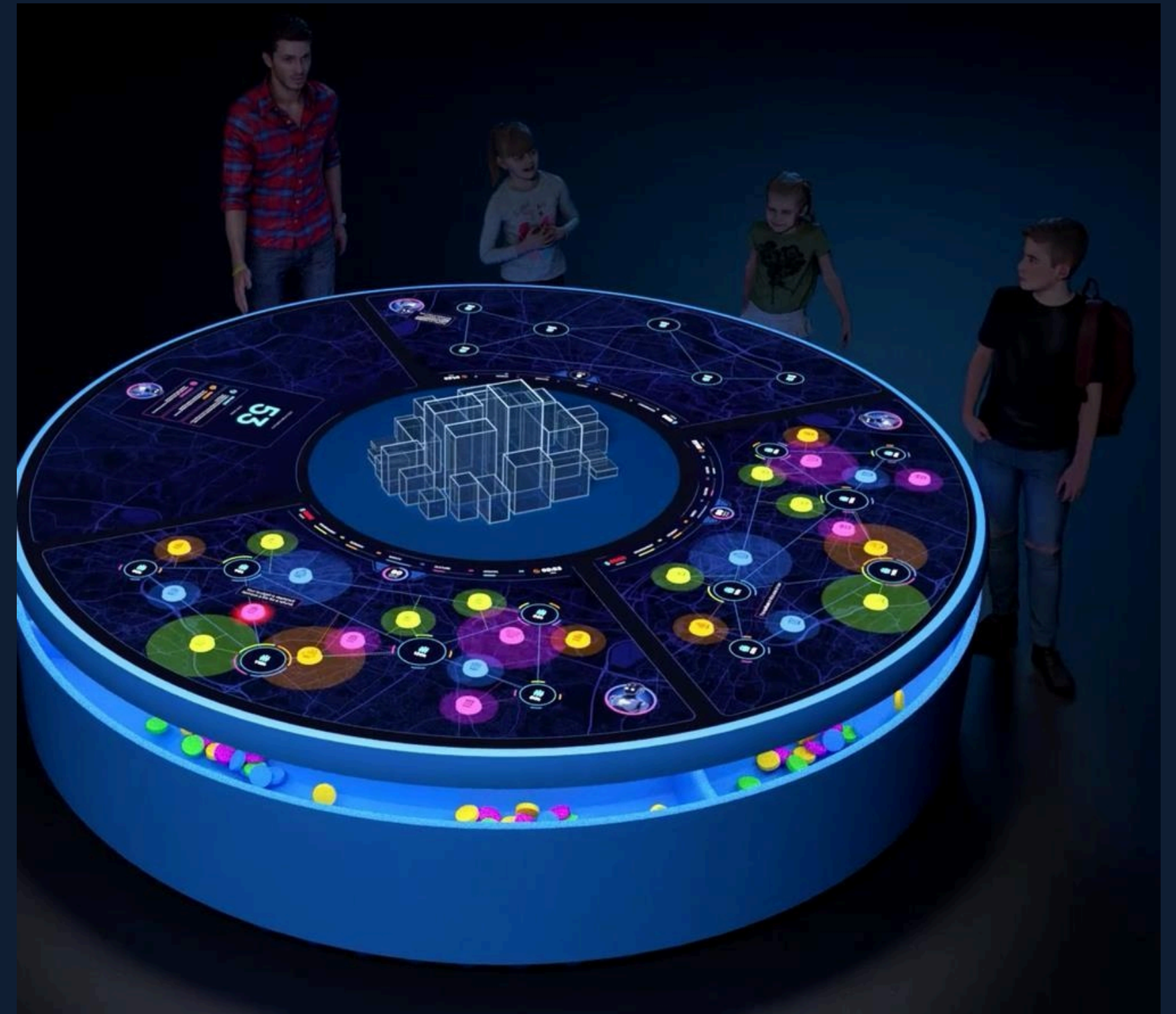
Level design

Digital Twin City

A phygital city-planning game connecting physical building tiles to a live digital city.

- CHALLENGE** Connect physical building tiles to a responsive digital city and make planning trade-offs visible.
- OUR SCOPE** Core foundation in Unity/C#: TUIO/OSC tracking, budgets and refunds, real-time city scoring and road-network access.
- GAMEPLAY** Tile placement changes the city's environment, economy, health and safety, and culture and education scores.

Core Unity development / TUIO / OSC



Interactive table concept

Two apps, concept to store.

TUNEMATCH AI

AI consumer app - OpenAI reads a photo's mood, Spotify answers with three matching songs. One-tap interaction, live on both stores.



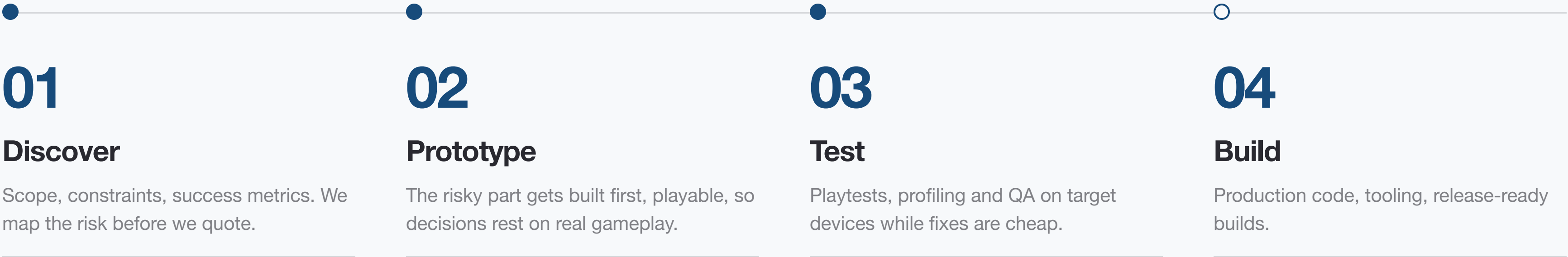
THE BETTER YOU

Psychology app for mental well-being, built together with a practicing psychologist. Android and iOS.



We owned both apps end to end - product, UI/UX, integrations, and the full release pipeline.

We work inside your process.



Your repo, your sprints, your tools, your standups. We adapt to you.

They keep us on the next project.

“Throughout our collaboration with PalTech, the team played a pivotal role in delivering exceptional results across multiple projects.”



Luis O.
Project Lead · recurring engagement

“Collaborating with PalTech's team was excellent - seamless communication, efficient execution, and valuable contributions.”



Fran P.
Client partner

“The team consistently delivers brilliant, quick, and professional results. Exceptional collaboration.”



Ben R.
Client partner

“The PalTech team consistently demonstrated exceptional talent, creativity, and problem-solving skills.”

Uriel
CEO & Co-Founder, Magicyard

“Professionalism, creativity, and commitment to delivering quality work make the PalTech team standout developers.”

Shai Arnon
CTO, Novos.gg

Three ways in. Pick the one that fits your project.

01

Full build

The whole project, fixed scope and milestones.

Best when the project needs to live outside your studio.

02

Co-development

We own a slice end to end - a system, a port, a feature, LiveOps. Milestone-based.

Best when your team is stretched on one specific area.

03

Embedded developer

One or two of our seniors inside your team, on your board. Monthly.

Best when you cannot hire fast enough.

Minimum engagement one month. Rates quoted after a scoping call, once the work is clear. Your IP stays yours - NDA on request.

Have a project in mind?

A 30-minute call, and you get a written scope with milestones and a clear quote. No cost, no obligation.



Ivaylo Palchev

Founder & Delivery Lead

[Book a call](#)

contact@paltechstudio.com · paltechstudio.com

[LinkedIn](#) · [Upwork](#)