

Backend, Multiplayer, Live Service, and Technical Delivery

A senior engineering partner for online games — and for products that need serious backend systems.

Your team focuses on the product. We solve the technical complexity behind launch, scale, and live operation.

 **30+**

Average years of each senior members

 **8M+**

peak CCU experience

 **800M+**

players reached

Focus areas: backend architecture, real-time multiplayer, LiveOps tooling, infrastructure, integration, and technical co-development



POSITIONING

A SENIOR TECHNICAL PARTNER FOR ONLINE PRODUCTS

CosmoUniverse helps teams design, build, integrate, launch, and operate backend, multiplayer, live service, and platform systems.

Backend



Production-grade services, integrations, tooling, admin utilities, and deployment-ready support systems.

Multiplayer



Authoritative networking models, synchronization strategy, matchmaking flows, scale, latency, and runtime reliability.

LiveOps



Operational discipline, observability, safe runtime config, content workflows, incident readiness, and post-launch improvement.

Co-development



Senior hands-on execution embedded inside production.

Game-focused expertise. Broader solution capability.

We are strongest in online games, but the same technical capabilities also apply to backend-heavy products, tools, platforms, and service systems outside games.

Games

- live services
- multiplayer systems
- backend game features
- launch readiness

Software / Platforms

- backend products
- integration layers
- cloud-native services
- service portals

Tools / Ops

- admin tools
- automation workflows
- observability
- internal systems

PROBLEMS WE SOLVE

WHAT TYPICALLY GOES WRONG FOR ONLINE PRODUCTS

We reduce technical uncertainty between concept, launch, scale, and long-term operation.

Launch Risk



Architecture gaps, weak observability, and insufficient launch preparation turn release into an expensive recovery phase.

Scalability



Backend and multiplayer systems must handle concurrency, reliability, performance, and service growth from day one.

LiveOps Productivity



Without tooling, runtime controls, and reliable workflows, content delivery slows and operations become fragile.

Execution Gaps



Teams often know what to build, but need senior hands-on help to connect game, backend, infrastructure, and operations.

What good looks like

A launch-ready architecture, a visible and operable runtime, faster LiveOps workflows, and a team that can move from design decisions into implementation without re-learning the fundamentals.

De-risk

release and early live phase

Stabilize

systems and team workflows

Scale

service operations confidently

WHAT WE DO

End-to-end support for online game technology and backend-driven products.

Consulting & Technical Design



- Architecture review
- Technical scope and priorities
- Platform / infrastructure direction
- Launch readiness planning
- Service workflow design

Integration & Implementation



- SDK / platform integration
- Backend services and tooling
- Automation pipelines
- Client / server implementation
- Deployment setup

Operation & Improvement



- Observability and incident readiness
- Performance optimization
- Reliability improvement
- Live service issue resolution
- Post-launch technical support

Technical Co-development



- Embedded support inside production
- Strike-team intervention for hard problems
- Specialist delivery across backend, multiplayer, tools, and infrastructure

WHERE WE FIT ACROSS THE LIFECYCLE

We can support the full journey or plug into one specific phase only.



Typical entry points: architecture validation, multiplayer/backend planning, implementation support, launch stabilization, or retained live-service improvement.

THE TECHNICAL LAYERS WE CAN OWN OR SUPPORT

The goal is one launch-ready, operable stack — not a collection of disconnected systems.



Architecture & Service Planning

Launch-readiness reviews, scope definition, infrastructure direction, and risk identification.



Backend & Multiplayer

Authoritative servers, persistence, matchmaking, synchronization, and real-time service flows.



Infrastructure & Delivery

Cloud setup, deployment pipelines, automation, observability, and release support.



Game-side Tech Support

Feature integration, multiplayer-aware systems, engine-side implementation, and optimization.



LiveOps & Operations

Runtime controls, content/config workflows, issue response, and post-launch improvement.



Tools & Internal Systems

Admin tools, dashboards, service utilities, and workflow support for live teams.

All layers connect back to one objective: a launch-ready product that remains operable after launch.

SENIOR EXECUTION, PRACTICAL ARCHITECTURE, LONG-TERM SERVICE THINKING

The differentiator is not only technical knowledge. It is shipping, operating, and improving real online services.



30+

years senior experience



8M+

peak CCU experience



800M+

players reached

What that experience means in practice



- Built for real service environments — design, implementation, launch preparation, operation, and improvement
- From low-level systems to game-facing features: networking, backend platforms, live tooling, and integration
- Experience across mobile, PC, console, and web

How clients tend to describe working with us



- Reliable delivery. Clear communication. Fast technical judgment. Strong production mindset. Comfortable stepping into difficult backend, multiplayer, and operations problems.

CORE TEAM

A SENIOR EXECUTION TEAM WITH LONG-RUNNING ONLINE GAME EXPERIENCE

Concise roles below; detailed biographies can be appended depending on the audience.



Chris Hong

CEO & Chief Developer

Technical architecture, multiplayer design, service planning

31 years including Ubisoft, Smilegate, Neowiz, and Metacore.
13+ PC/console multiplayer launches and 10+ mobile live services.



Max C

CTO, Platform & Infrastructure Lead

Infrastructure, DevOps, automation, platform engineering

29 years including Stratosphere Games, Friends Games, and OBig Studio.
Strong in multiplayer launches, MMO infrastructure, and platform automation.



Junsu Jeon

Real-time Game Server & Backend

Backend delivery, performance, service integration

30 years including Metacore, Smilegate, NHN Games, Yahoo!, and CodiNET.
Led backend/server development for Crossfire at 600M+ players and 7.5M+ CCU.



JP

Optimization & Engineering

Engine systems, optimization, game-side technical development

32 years including Smilegate, Nexon, Gravity, and Ndoors.
Experienced across Unreal, Unity, custom engines, and multiplayer features.

SELECTED WORK & EXPERIENCE

PATTERNS OF WORK WE ARE REPEATEDLY TRUSTED TO HANDLE

This is structured by capability rather than by confidential client detail.

Real-time Multiplayer Systems

Competitive and cooperative online play, authoritative architecture, sync strategy, matchmaking, and service stability.

Live Service Backend & Tooling

Backend systems, operational tooling, deployment flow, runtime controls, and support workflows for long-running services.

Launch & Scale Readiness

Observability, testing, release preparation, technical risk reduction, and post-launch stabilization.

Technical Co-development

Hands-on collaboration across backend, multiplayer, tools, optimization, and integration.

Large-scale shooter backend experience

Crossfire server/backend leadership is cited in the source material at 600M+ players and 7.5M+ CCU.

Real-time multiplayer shipping support

Chamo Games credits the team with helping launch Vector Strike as a reliable, on-schedule, global multiplayer service.

Casual, mobile, and platform collaboration

The materials also show trusted collaboration with CookApps, Plan A Games, AFI/BACKND, and UNIT5.

TRUSTED BY CLIENTS & PARTNERS

THE PATTERN IS CONSISTENT: DEPENDABLE DELIVERY AND STRONG TECHNICAL JUDGMENT

Paraphrased from website testimonials to keep this deck concise.



"With the CosmoUniverse team, we launched a real-time multiplayer Vector Strike that supports thousands of players worldwide. The system is reliable, high-performance, and was delivered on schedule."

Roberto Schiavulli
Co-Founder & Chief Creative Officer



"CosmoUniverse has been a long-term partner of CookApps and is a Europe-based studio we trust. They are a key strategic partner in expanding into the casual and Western markets."

Seongbin Ma
Director of Business



"Chris and the CosmoUniverse team are a highly dependable partner. They communicate clearly, move fast, and consistently deliver high-quality results on schedule. They're the team we trust."

Janette D'Alessio
Head of Biz Dev



"As a fellow backend-platform builder at AFI (BACKND), I'm consistently impressed by CosmoUniverse's engineering depth and production mindset. They're reliable, they deliver on schedule."

Owen Kwon
CEO



"We co-developed a casual mobile game with CosmoUniverse team, and they were an exceptionally reliable partner throughout. Communication was clear and fast, delivery was consistently on schedule, and the results met a high technical bar."

Joonwon Choi
CEO

Trusted relationships matter because live systems are built through repeated problem-solving, not one clean handoff.

GAME-FIRST ENGINEERING THAT ALSO APPLIES BEYOND GAMES

This slide incorporates your requested positioning for non-game backend, platform, and solution development.

For games

- Backend architecture and service implementation
- Real-time multiplayer and authoritative server support
- LiveOps tooling, automation, and runtime controls
- Cross-team technical delivery from pre-production through live service
- Optional broader game-development support when needed

Beyond games

- Backend-heavy software and service systems
- Platform architecture, integration layers, and internal tooling
- Admin portals, dashboards, automation workflows, and operational systems
- Cloud deployment, observability, reliability, and technical support
- End-to-end solution development and build support

In practice: the same senior technical thinking used for live games also works for complex backend products, internal platforms, and operations-critical software systems.

HOW TO START

A PRACTICAL PATH FROM CONVERSATION TO DELIVERY

The first engagement can be small, concrete, and focused on reducing uncertainty.

1

Discovery

2

Scope

3

Execute

Typical starting formats

- Technical audit or advisory sprint
- Architecture and implementation planning
- Embedded co-development
- Strike-team support for urgent technical blockers
- Ongoing live-service support

**Let's discuss your backend, multiplayer,
LiveOps, or platform roadmap.**

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