

SERVICE PROPOSAL

Backend, real-time multiplayer, LiveOps, and technical delivery for game studios

We help game teams design, build, integrate, launch, and operate online game services with senior expertise across backend, multiplayer, infrastructure, tools, and live operations

COSMOUNIVERSE
BACKEND, REAL-TIME MULTIPLAYER, LIVE SERVICE TECH GROUP

contact@cosmouniverse.io

www.cosmouniverse.io

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30+ years • 8M+ peak CCU • 800M+ players

A SENIOR BACKEND TECHNICAL PARTNER FOR GAMES

CosmoUniverse supports game studios across the full online game lifecycle - from technical planning and architecture review to implementation, launch preparation, live operations, and long-term improvement.

What that means in practice

- Backend systems for online game services
- Server-authoritative multiplayer and real-time service architecture
- LiveOps tooling, automation, and operational readiness
- Technical integration and co-development across game, backend, tools, and infrastructure

Best fit for teams that need senior technical execution, launch confidence, and stronger live service operations.



Backend

Production-grade services, integrations, and tooling



Multiplayer

Authoritative server models, networking, and scale



LiveOps

Runtime safety, observability, and release discipline



Co-development

Senior hands-on delivery inside your production process

WHAT WE SOLVE FOR GAME STUDIOS

Launch Risk



Architecture gaps, missing observability, and weak release preparation can delay launch or create expensive post-launch failures.



Scalability



Multiplayer and live services must be designed for concurrency, reliability, performance, and long-term service growth.

LiveOps Productivity



Without the right tools, runtime controls, automation, and workflows, content delivery slows down and operations become fragile.

Execution Gaps



Many teams know what they want to build, but lack senior hands-on expertise to connect game, backend, infrastructure, and live operations into one working system.

We reduce technical uncertainty between concept, launch, and live operation.

WHAT WE DO

End-to-end support for online game technology and live service delivery.

Consulting & Technical Design

Architecture review, technical scope, platform decisions, service readiness, and implementation priorities for backend, multiplayer, infrastructure, and LiveOps.

Architecture
review

Launch readiness

Service
planning

Integration & Implementation

We integrate platforms, SDKs, engines, and required systems while implementing backend services, tooling, automation pipelines, and game-supporting technical features.

SDK integration

Backend build

Tooling

Operation & Improvement

We help resolve technical issues, improve performance, strengthen reliability, and operate live services with better visibility and workflow discipline.

Observability

Incidents

Performance

Technical Co-development

We work alongside your team to build critical systems across backend, multiplayer, service tooling, and game-side technical features.

Embedded
support

Specialist delivery

Stabilization

WHERE WE FIT ACROSS THE GAME LIFECYCLE



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

HOW WE ENGAGE

Technical Audit / Advisory Sprint



A short engagement focused on architecture review, multiplayer/backend risks, launch readiness, and clear technical next steps.

Best for: pre-production validation

Architecture & Planning Support



Technical planning for backend, multiplayer, LiveOps workflows, tooling requirements, and implementation roadmap.

Best for: roadmap creation

Embedded Co-development



We work directly with your team to implement and stabilize critical systems across game tech, backend, tools, and service operations.

Best for: active production

Strike Team Support



Senior intervention for difficult technical problems such as scale, networking, service reliability, integration complexity, or bottlenecks.

Best for: urgent technical challenges

Ongoing Live Service Support



Retained support for live operations, issue resolution, performance improvement, and LiveOps enablement.

Best for: long-running live games

WHY COSMOUNIVERSE

30+



years of senior experience

8M+



peak CCU experience

800M+



players reached



A deeply experienced team across game backend, real-time multiplayer, infrastructure, tools, and live service operations.



Built for real service environments - design, implementation, launch preparation, operation, and improvement, not isolated dev tasks only.



From low-level systems to game-facing features: networking, backend platforms, technical integration, live tooling, and game-supporting systems.



Experience across mobile, PC, console, and web service environments.

Senior execution, practical architecture, and long-term service thinking.



CORE TEAM

Chris Hong

CEO & Chief Developer

Focus:  Technical architecture  multiplayer design  service planning

- » 30 years including Ubisoft, Smilegate, Neowiz, and Metacore.
- » 13+ multiplayer launches in PC/console plus 10+ mobile live services.

Max C

CTO, Platform & Infrastructure Lead

Focus:  Infrastructure  DevOps, automation  platform engineering

- » 28 years including Stratosphere Games, Friends Games, and QBig Studio.
- » Strong in multiplayer launches, MMO infrastructure, and platform automation.

Junsu Jeon

Real-time Game Server & Backend

Focus:  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

Focus:  Engine systems, optimization  game-side technical development

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

A senior execution team with long-running experience in shipping and operating online games.

CAPABILITY MAP

The team can support the major technical layers that usually determine launch quality, service stability, and LiveOps speed.

Architecture & Service Planning

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

Backend & Multiplayer

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

Infrastructure & Delivery

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

Game-side Tech Support

Feature integration support, 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 game teams.

All layers connect back to one goal: a launch-ready, operable live game stack.

SELECTED WORK & EXPERIENCE

Real-time Multiplayer Systems

Design and implementation support for competitive and cooperative online play, authoritative architecture, synchronization strategy, and service stability.

Live Service Backend & Tooling

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

Technical Co-development

Hands-on collaboration across backend, multiplayer, engine-side features, integration, optimization, and production problem solving.

Launch & Scale Readiness

Practical support for observability, testing, release preparation, technical risk reduction, and post-launch stabilization.

Selected titles from team experience



Smilegate®



GRAVITY



SEGA kth



UBISOFT



STRATOSPHERE GAMES



metacore

TRUSTED BY CLIENTS & PARTNERS

CookApps

KUUasema

CHAMO GAMES

UNITS

PLAN A GAMES

Backnd

“

We launched a real-time multiplayer title with the CosmoUniverse team that now supports players worldwide. The system is reliable, high-performance, and was delivered on schedule.

Roberto Schiavulli

Co-Founder & Chief Creative Officer, Chamo Games

“

CosmoUniverse has been a long-term partner of CookApps and 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, CookApps

“

Chris and the CosmoUniverse team are highly dependable. They communicate clearly, move fast, and consistently deliver high-quality results on schedule.

Janette D'Alessio

Head of Biz Dev, Plan A Games

Studios and platform partners trust CosmoUniverse for clear communication, dependable delivery, and senior technical execution.

“ *CosmoUniverse consistently stands out for engineering depth and a strong production mindset.*

Owen Kwon

CEO, AFI & BACKND

“ *They were an exceptionally reliable partner - clear communication, on-schedule delivery, and a high technical bar.*

Joonwon Choi

CEO, UNITS

A PRACTICAL WAY TO START

1

Discovery & Technical Review

We align on goals, game requirements, current constraints, and the main technical risks around backend, multiplayer, and live operations.

2

Scope & Delivery Plan

We define priorities, engagement model, technical scope, and the most effective path to implementation or support.

3

Execution & Ongoing Support

We move into implementation, integration, stabilization, or retained live service support depending on your stage and needs.

Let's discuss your game's backend, multiplayer, or LiveOps challenges.

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THANK YOU

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