



# Unity Staff Augmentation for Game Development Company

## PROJECT DETAILS

 Mobile App Development, IT Staff Augmentation

 Jan. 2024 - Ongoing

 \$50,000 to \$199,999

 *"We work straight with assigned developers."*

## PROJECT FEEDBACK

TimsparK's work has been met with positive acclaim, thanks to the speed and quality of their development. The team is highly communicative, and internal stakeholders are particularly impressed with the service provider's team dynamic and work ethic.

## PROJECT SUMMARY

TimsparK provides ongoing Unity staff augmentation for a game development company.



## The Client

Please describe your company and position.

I am the CEO of LEPTA

Describe what your company does in a single sentence.

Gamedev



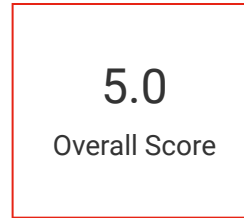
 **Nik Sokolov**  
CEO, LEPTA

 **Gaming**

 **Riga, Latvia**

## The Challenge

### CLIENT RATING



Quality: 5.0



Schedule: 5.0



Cost: 5.0



Would Refer: 5.0



## The Approach

How did you find Timspark?

recommendation

Why did you select Timspark over others?

- Great culture fit
- Good value for cost

How many teammates from Timspark were assigned to this project?

2-5 Employees

Describe the scope of work in detail. Please include a summary of key deliverables.

Timspark provided us with two high-caliber outsourced Unity developers who have become an integral part of our team.

## The Outcome

What were the measurable outcomes from the project that demonstrate progress or success?

Speed and quality of development.

Describe their project management. Did they deliver items on time? How did they respond to your needs?

We work straight with assigned developers. We daily everyday and discuss all the tasks in detail straight.

What was your primary form of communication with Timspark?

Virtual Meeting



What did you find most impressive or unique about this company?

Very good quality of developers.

Are there any areas for improvement or something Timspark could have done differently?

I don't think so.

