





WHO WE ARE

We help develop, deliver and launch games

We are Pocket Sized Hands. Small and mighty, we take projects others don't think are possible and knock them out of the park.

We thrive on a challenge while consistently delivering exceptional results. We are made up of passionate, talented and dedicated team members that love making games.

We've worked with a number of different clients big and small, and have experience across Console, Mobile, and PC.

HIRE US

A versatile team, no project is to big or small. We can fit seamlessly within your existing team and take on any aspect of development.



- Full Cycle development ✓
- Co-development ✓
- Porting ✓
- 2D & 3D Art ✓
- Virtual Reality ✓



WHAT WE'RE GREAT AT

FULL CYCLE DEVELOPMENT



We can help you create original content across a range of platforms, from new ideas or working with existing IP

CO-DEVELOPMENT



We pride ourself on the content we deliver and work closely with our clients to bring their idea to life

2D & 3D ART



We have an in house art team with a wide range of 2D and 3D skills, from concepting to post production

PORTING



For Xbox, PlayStation, Switch & VR, we can help bring your game to different platforms ready for its big release

OUR CLIENTS

[adult swim]





CO-DEV & PORTING

ODDWORLD SOULSTORM



ODDWORLD INHABITANTS



Porting assistance to PlayStation 4 & 5, Epic Games store and Xbox Series X

Post launch support with patches and hotfixes

DLC support and development

AFTERLOVE EP



FELLOW TRAVELLER



Porting the game from PC to PlayStation 5 and Xbox Series X

Ensuring Ongoing Excellence:
Planned Post-Launch Support
Through Patches and Hotfixes

CLIVE N' WRENCH



NUMSKULL GAMES



Co-development support.
Getting the game over the line
and delivered

Expert Porting to Wider
Platforms: Nintendo Switch,
PlayStation 4 & 5

Post launch support

LIVE OPS & NETWORKING

POCKET MORTYS



ADULT SWIM



Leading the live-ops development

Introduced 4 new live multiplayer events and over 400 new collectable characters

Maintain AWS and support over 100,000 monthly players

SNOOKER 19



RIPSTONE



Managed migration of online services from Gamesparks to PlayFab

Included, transfer of Historical player data, leaderboards, matchmaking, and adding real time player communication using PlayFab Party

CHESS ULTRA



RIPSTONE



Upgraded Ripstone's bespoke asp.net back end to support Epic online services, enabling cross play between multiple platforms.

Epic Games Store integration and rollout

PEAKY BLINDERS



MAZE THEORY



Developed the Multiplayer component using Photon Fusion

Created a Social Playground: Enabling Players to Enjoy Games Together, Fight, and Drink

Supports up to 8 players

FULL CYCLE DEVELOPMENT

DISHLIFE



CAMBRIDGE UNIVERSITY



Step into the shoes of a stem cell researcher as you take charge of a bustling laboratory, cultivating and nurturing your very own stem cells. Become a renowned stem cell scientist through skilful management of your own laboratory and staff.

SNEEZEMAN



MODERN TOSS



Sneezeman is a 2D action-platformer-adventure. Guide Sneezeman to a safe exit and evade spiky spores, defeat bad guys, collect all the pills, discover secret chambers, outrun a thunderous particle cloud and beat the clock. It's hard as nails, classic arcade-style fun.

PROJECT X



UNANNOUNCED



Under Wraps and in Active Development

A yet-to-be-revealed project, currently in the works developed with Unreal Engine, specifically tailored for Meta Quest.



MEET OUR TEAM

PRODUCTION

ART

DESIGN

ENGINEERING

QA

Now 7 years old, our company has a diverse development team in house and are fully equipped to bring projects to life from concept to post production

POCKET SIZED PEOPLE



**We have a cute office dog too who hates to be left out*



POCKET SIZED HANDS

OUR SKILLS & SERVICES

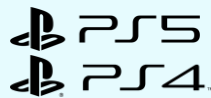
We help develop, launch and deliver games

From prototyping to AA game development, at Pocket Sized Hands, we have successfully helped launch a number of products with our clients across a range of platforms.

100% delivery rate

- Full stack Development ✓
- Multiplayer ✓
- Live-Ops ✓
- Optimization ✓
- Launch Support ✓

PLATFORM EXPERIENCE





DEVELOPMENT SERVICES

We're equipped to take your game to the next level!

A wealth of experience across Unity and Unreal engine, we can help you manage any aspect of the game development life cycle. Whether needing a small hand or a complete team, we can provide our next level game development services.

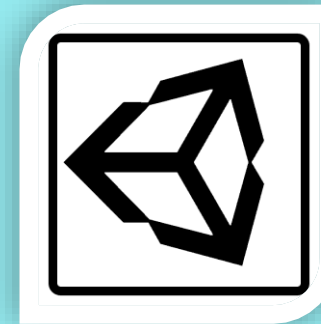
Unity Engine: 10+ projects ✓

Unreal Engine: 8 projects ✓

Design services ✓

Inhouse art team ✓

Project Management ✓



[CLICK HERE TO CONTACT US ABOUT OUR SERVICES](#)





PORTING SERVICES

Xbox, PlayStation, Switch & VR

Our biggest success was supporting the launch of Oddworld Soulstorm across PlayStation, Xbox and PC. We also have a number of current projects under NDA that we are excited to share more about soon!

- Platform Compatibility ✓
- Technical Compliance ✓
- Submission ✓
- Optimization ✓
- Post Launch Support ✓



[CLICK HERE TO CONTACT US ABOUT PORTING](#)





VIRTUAL REALITY

Enter the Metaverse

We've been developing for VR before the *Metaverse* existed! Our first project as a team was a VR Multiplayer prototype and we've had a soft spot for VR ever since. We've developed for a number VR projects and exhibitions.

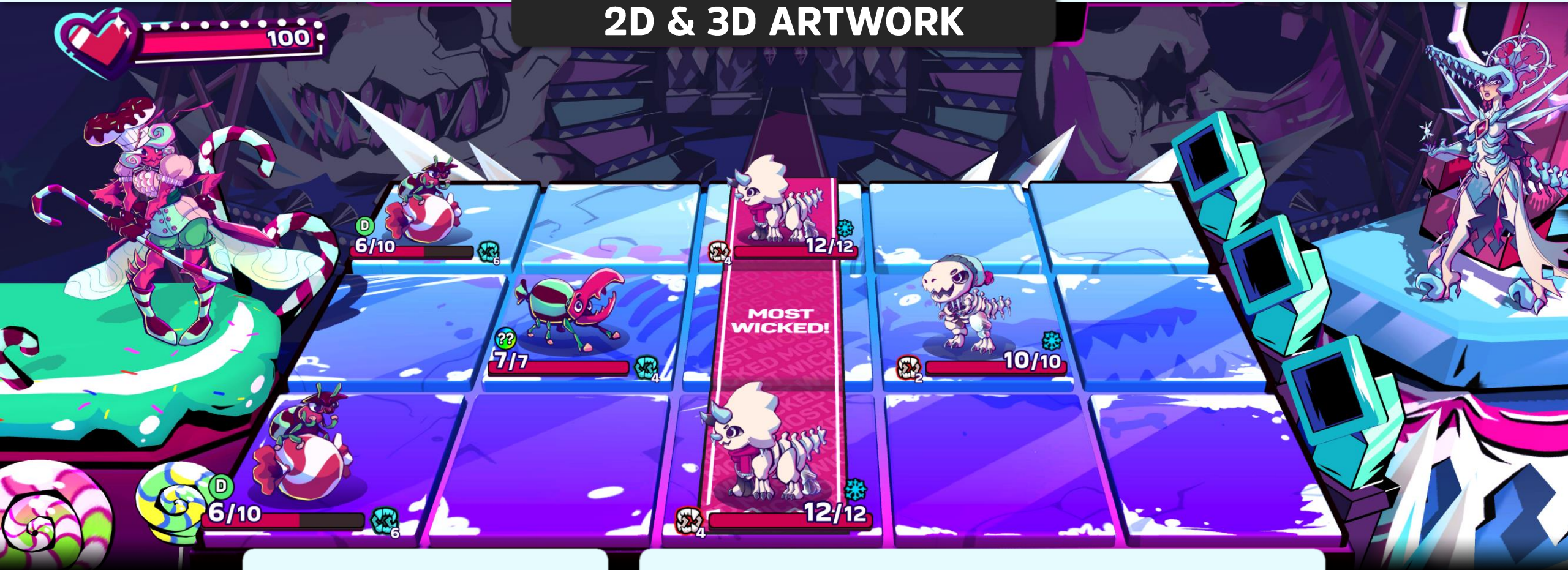
- Cross platform support** ✓
- Immersive Design** ✓
- Optimization** ✓
- Conversion projects** ✓
- Intuitive Interactions** ✓



[CLICK HERE TO CONTACT US ABOUT VR](#)



2D & 3D ARTWORK



CLICK HERE TO SEE MORE

Artwork across multiple disciplines

Our inhouse Art team can help concept, design and match a wide range of aesthetic styles in 2D and 3D. Our team has worked with Pixar, Square Enix and Warner Media helping to capture their vision.

- Sculpting & Modelling** 
- Environment Art** 
- Concept Art** 
- Character Art** 
- UI & UX Design** 



POCKET SIZED HANDS



WHY THESE POCKET SIZED HANDS ARE THE RIGHT ONES FOR THE JOB

EXPERIENCE AND TESTIMONIALS



POCKET SIZED HANDS

ODDWORLD SOULSTORM

CO-DEV & PORTING

ODDWORLD INHABITANTS



We joined the Soulstorm project **early 2021**, initially as development support, helping with bug fixes in the run-up to the launch on **PlayStation, Xbox** and the **Epic Game Store**. During this time-critical period we were on hand to help prioritise and manage issues with the rest of the wider development team.

We continue to support the project post-launch with **patches** and **hotfixes** and have also been assisting with the development upcoming features.

"Pocket Sized Hands have been an ideal development partner; providing important support in the run up towards the launch of Oddworld: Soulstorm, assisting greatly with patches post-launch, and delivering fixes quickly and efficiently to players. The teams dedication and passion for the project has shone through, with their work and communication carried out to the utmost standards - I would thoroughly recommend Pocket Sized Hands as a development partner."

Bennie Terry
Executive producer





POCKET SIZED HANDS

CLIVE N' WRENCH CO-DEV & PORTING



Clive N' Wrench was a labour of love. Developed by a sole developer over 11 years, we were brought on to the project in the final year of development to bring our expertise to the project that would help get it over the line and ready for launch.

We undertook a comprehensive overhaul of various systems, from the ground up, to craft an exceptional player experience. Additionally, we were in charge of porting the game to PlayStation 4/5 and Nintendo Switch."

"The team at PSH took on a considerable challenge when we handed our game project across to them for porting to console platforms. Regardless, they showed not only an application of skill and know-how but also a resourcefulness to get things done no matter how challenging. It will not be long before we partner with them again."

Martin Defries
Managing Director





POCKET SIZED HANDS

POCKET MORTYS LIVE-OPS & NETWORKING

[adult swim]



Working with Adult Swim, over the last 3 years, we have taken ownership of the **live-ops** development on Pocket Mortys. On top of typical bug fixing and support, we **maintain** bi-weekly events and have developed various new features including QOL updates, content drops, in-game unlockables and a completely new backend for managing IAPs and Gacha promos.

Working with Pocket Sized Hands has been an amazing experience. All our asks, needs, and issues were resolved above and beyond expectations and in a timely manner. The team is a great group of people who bring a positive attitude and outlook to every meeting, not to mention a great story or two. The team cares deeply about their work and the greater community's response to their in-app implementations. Could not recommend Pocket Sized Hands more for your developmental needs!

Adam Hatch
Producer : ASG





POCKET SIZED HANDS

POCKET MORTYS

LIVE-OPS & NETWORKING

Artwork & Design

As part of support for Pocket Mortys, we have been designing and developing **ongoing content releases** for players. Our art team has brought to life these releases, which include **new playable characters**, Raid bosses, item drops as well as new in app purchase packs.

We've worked closely with Adult Swim during the Rick and Morty's TV season premier to bring out weekly content for players **in line with the TV storyline**. During this time-critical time, our programmers and artists have always delivered and we are excited to share soon more content and updates that currently have yet to be announced.





POCKET SIZED HANDS

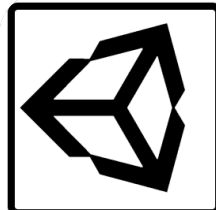
POCKET MORTYS

LIVE-OPS & NETWORKING

Pocket Mortys has been built in **Unity**, with its **multiplayer** system being built from the ground up with a **NodeJS** and **postgres** stack utilizing **Redis** for caching and RabbitMQ for messaging.

We have continued to develop on top of and expand this stack, adding redundancies and early warning alarms which has greatly reduced downtimes.

Braze is used within the client to provide custom in app interstitials for players, allowing us to promote upcoming events and send players custom notifications with Deep Links to different rewards and challenges.



[CONTACT US](#)

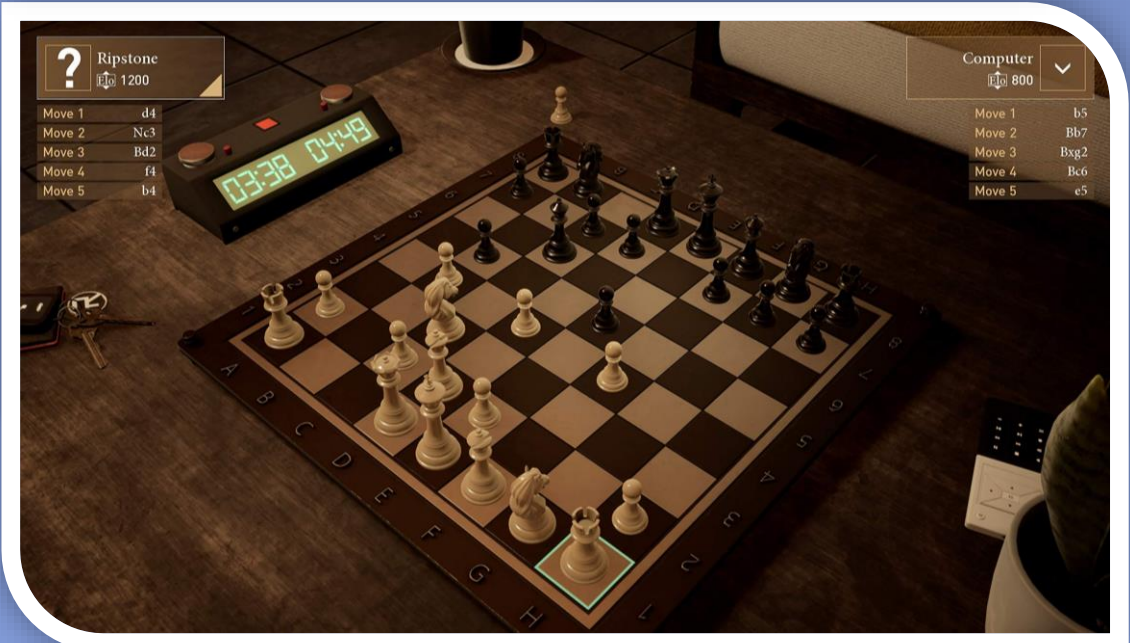
CHESS ULTRA LIVE-OPS & NETWORKING



Ripstone brought us on and we were tasked with introducing cross platform play to Chess Ultra as well as another title, Poker Club.

In both titles, we seamlessly integrated Epic Online Services, unlocking the potential for cross-platform gaming on PC, Xbox, and Switch. This process involved upgrading the projects bespoke asp.net backend to support Epic Online Services enabling cross play between the platforms.

Our deep understanding of Unreal and EOS allowed us to harness their full potential, ensuring a smooth cross platform multiplayer experience for Chess Ultra and Poker Club players.



SNOOKER 19 LIVE-OPS & NETWORKING



We joined the Snooker 19 project at a crucial stage when its multiplayer backend, Gamesparks, was being deprecated. In response to this, we successfully migrated the game's backend infrastructure from Gamesparks to PlayFab, ensuring the seamless continuation of the project's multiplayer functionalities.

The transition to PlayFab encompassed a comprehensive overhaul of the backend architecture, meticulously tailored to seamlessly support the game across all platforms while guaranteeing uninterrupted player services.

Additionally, we undertook the complex task of migrating and converting all player data, ensuring a smooth, unnoticed transition for players from Gamesparks to PlayFab as well as adding real time communication using PlayFab party.



SNEEZEMAN FULL CYCLE DEVELOPMENT



MODERN TOSS



Developed with Modern Toss over a period of 8 months, Sneezeman: Escape From Planet Sneeze is a 2D action-platform-adventure. Guide Sneezeman to a safe exit and evade spiky spores, defeat bad guys, collect all the pills, discover secret chambers, outrun a thunderous particle cloud and beat the clock. It's hard as nails and classic arcade-style fun.

Sneezeman is packed with a huge range of challenges and 4 worlds to overcome - clobber the villainous underbelly within 'Urban', conquer the bestial perils of 'Jungle', vanquish the spine tingling terrors within 'Haunted', and eliminate the alien threat upon 'Mars'.

Released on Android, iOS and Steam.

Will you be quick enough to save Sneezeman and return order to the Sneeze-verse?



DISHLIFE FULL CYCLE DEVELOPMENT



In collaboration with Cambridge University, we conceptualized, designed and developed Dishlife. Live the life of a stem cell researcher by managing the daily struggles of your laboratory and growing your very own stem cells.

Taking the project from **pre-concept to launch** we led the design and influence of Dishlife, creating a universe in which players could have fun learning a little about STEM sciences. Built in Unity and took **8 months** to develop from concept.

"Collaborating with Pocket Sized Hands was a fantastic experience and we are so happy with Dish Life. They delivered an amazing mobile game which is great fun to play whilst also teaching players about stem cell science in society."

Karen Jent
Cambridge : ReproSoc



LET'S MAKE GAMES TOGETHER!

OUR VALUES

Diversity

We believe a mix of backgrounds and talents helps us to pull together ideas to problem solve and create awesome games

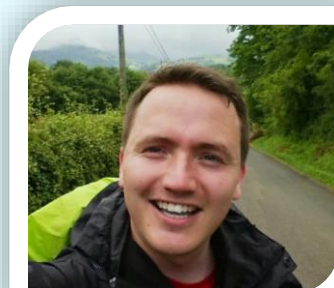
Consistency

We've set the bar high for the quality of our work and we continue to produce a consistent excellent service

Transparency

We believe an open and honest relationship is the key to a successful product

CONTACT US



Gary McCartan

Managing Director
gary@pocketsizedhands.com

CONTACT



POCKET SIZED HANDS

Thank you!

