



## COMPANY OVERVIEW

2025

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# | ABOUT US

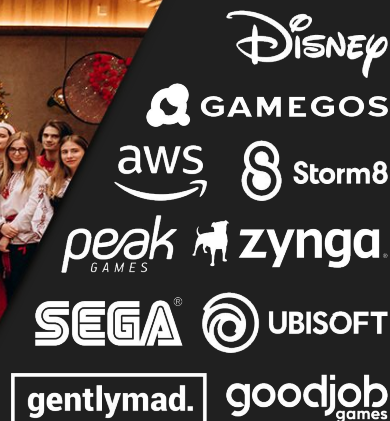
RSG is a team of 120+ employees and 90+ creative in-office artists and animators from the **city of Kyiv, Ukraine.**

RSG has been on the **market since 2010.** We are continuously improving our **portfolio, and working with studios like SEGA, Dream Games, Zynga, 11-bit studios, 4A Games, Space Ape, Raw Fury, Neowiz, Scopely, and Disney.**

As of the past 3 years, we have helped more **than 350 studios worldwide create top-quality content from conception to integration and optimization.**

**And we are actively working on the popularization of Game Development in Ukraine!**

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## 350+

Projects within the past 3 years

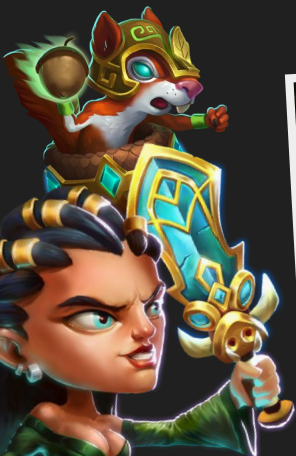
## 120+

Experienced 2D, 3D Generalists and Animators

## 80+ MLN

Downloads on our mobile games

# | LEADERSHIP TEAM



**Olena Konstantynova**

Head of Art



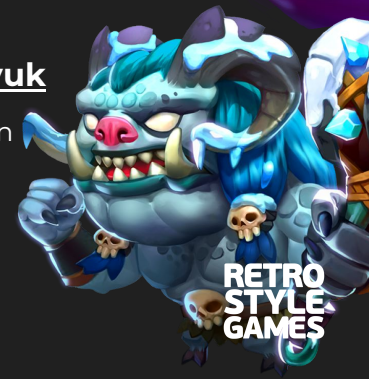
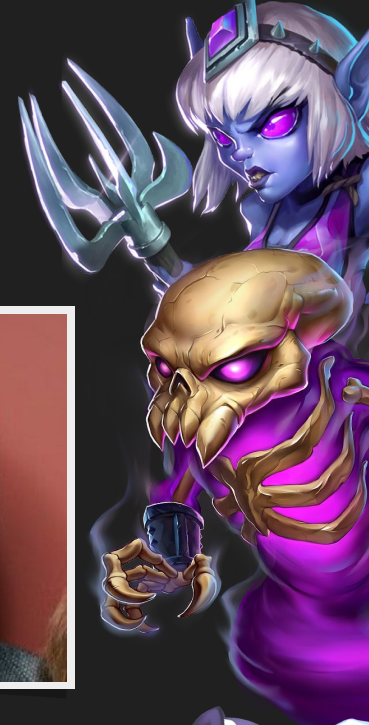
**Pavlo Konstantynov**

CEO RetroStyle Games



**Dmytro Marmalyuk**

Head of Production



# PRIMARY ACTIVITIES

DISCUSS YOUR PROJECT



Game  
Development



ART  
OUTSOURCING



GameDev  
Popularization



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RETRO  
STYLE  
GAMES

# OUR GAMES



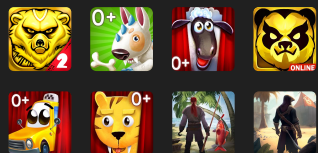
85M+  
Installs



4.2  
Avg. Rating



12+    
Successful  
Games  
Released



**Working Title:**  
**OCEAN KEEPER**

 **Genre:**  
Rogue-lite

 **Engine:**  
Unity

 **Platforms:**  
PC / Steam Deck /  
Switch / Mobile

 **4** month  
prototype

CODENAME

# OCEAN KEEPER

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RETRO  
STYLE  
GAMES

# TOP ART SERVICES

RetroStyle Games' main strengths are full-cycle 3D modeling, 2D art production, animation, and marketing materials creation.

We are considered a top-notch solution when it comes to **Stylized, Casual, and Realistic** art styles.

- **Isometric Art**
- **Environment Art**
- **Character Art**
- **Animation Services**
- **Casual / Mobile Game Art Production**
- **Romantic / Adventure Games Art Production**
- **Slot Design Services**

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**RETRO  
STYLE  
GAMES**



**ISOMETRIC ART SERVICES**

# ISOMETRIC ART SERVICES

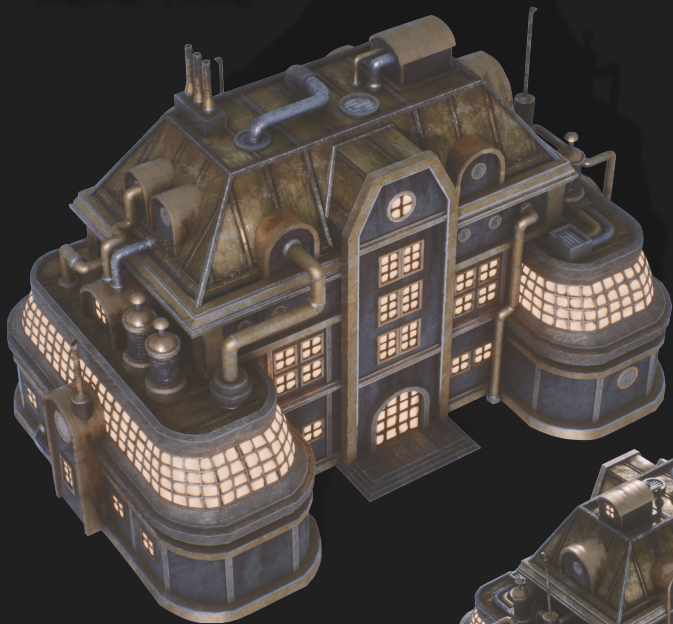
◆ REAL-TIME

# 20+

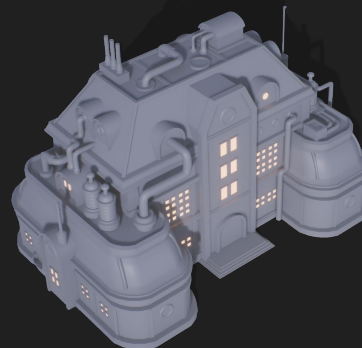
UNIQUE  
BUILDINGS



FROSTPUNK 2



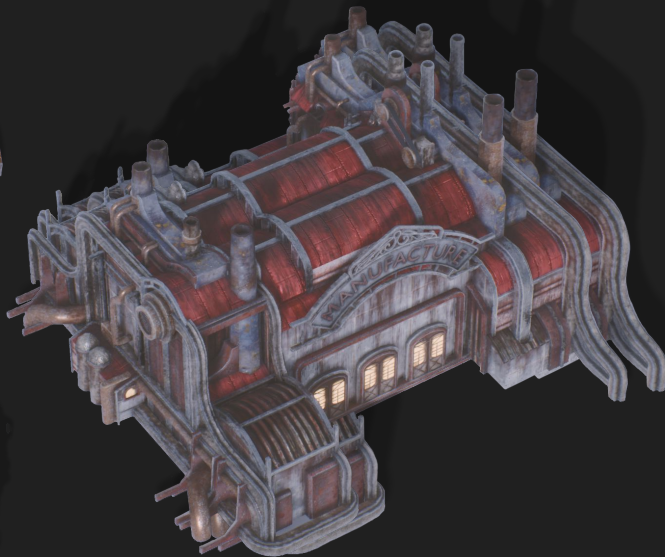
1. Concept



2. Modeling progress

# | ISOMETRIC ART SERVICES

◆ REAL-TIME



# 20+

UNIQUE  
BUILDINGS



FROSTPUNK 2

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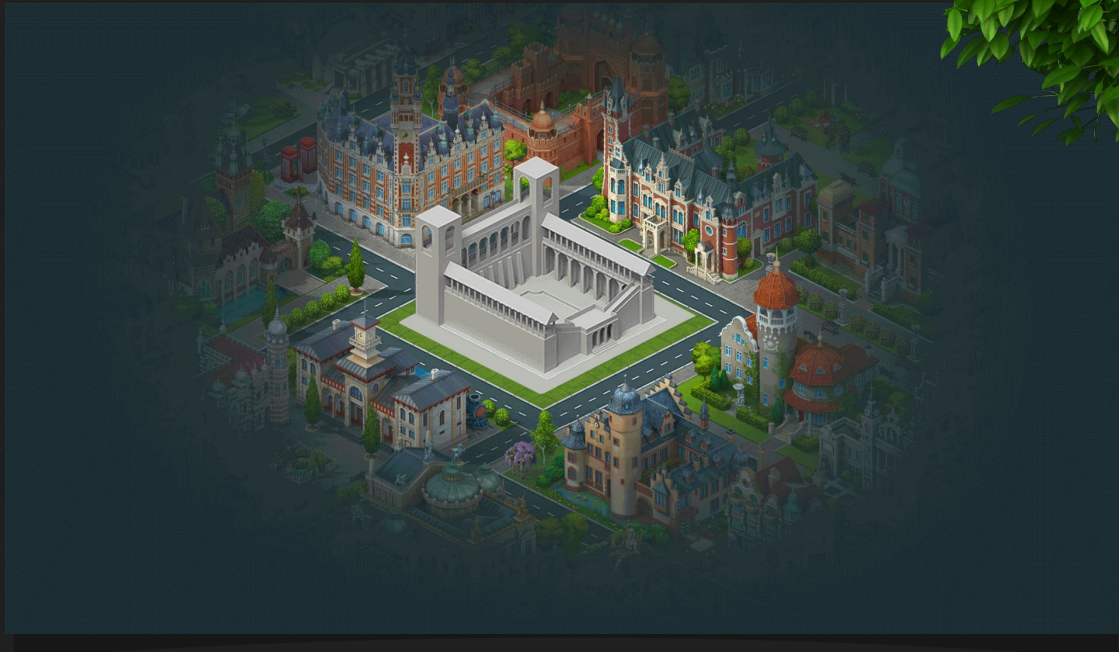
RETRO  
STYLE  
GAMES

# | ISOMETRIC ART SERVICES

◆ REAL-TIME



**20+**  
UNIQUE  
BUILDINGS



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RETRO  
STYLE  
GAMES

# ISOMETRIC ART SERVICES

◆ REAL-TIME

# 50+

UNIQUE BUILDINGS  
WITH STAGES



# ISOMETRIC ART SERVICES

◆ RENDER

**500+** ISOMETRIC  
SPRITES

**5+** YEARS OF  
COOPERATION



GAMEGOS

**Manor  
Cafe**



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START YOUR PROJECT

RETRO  
STYLE  
GAMES



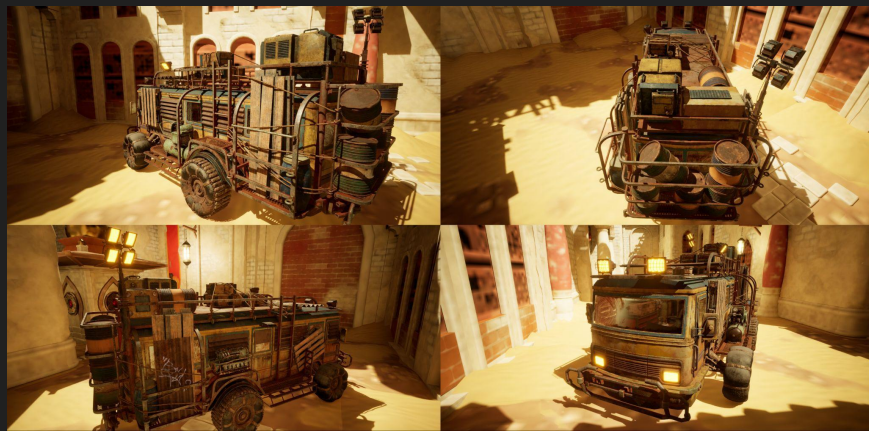
**ENVIRONMENT ART**

# ENVIRONMENT ART

## ◆ 3D

**Endzone**, our hit project, is a thrilling game that has attracted tens of thousands of users and achieved outstanding profitability with over 100k dedicated followers.

At RetroStyle Games, we craft exceptional real-time 3D models with the utmost care, passion, and attention to detail. For a unique gaming experience, our team delivers models that are tailored to your vision.



gentlymad.

**ENDZONE**  
A WORLD APART

RETRO  
STYLE  
GAMES

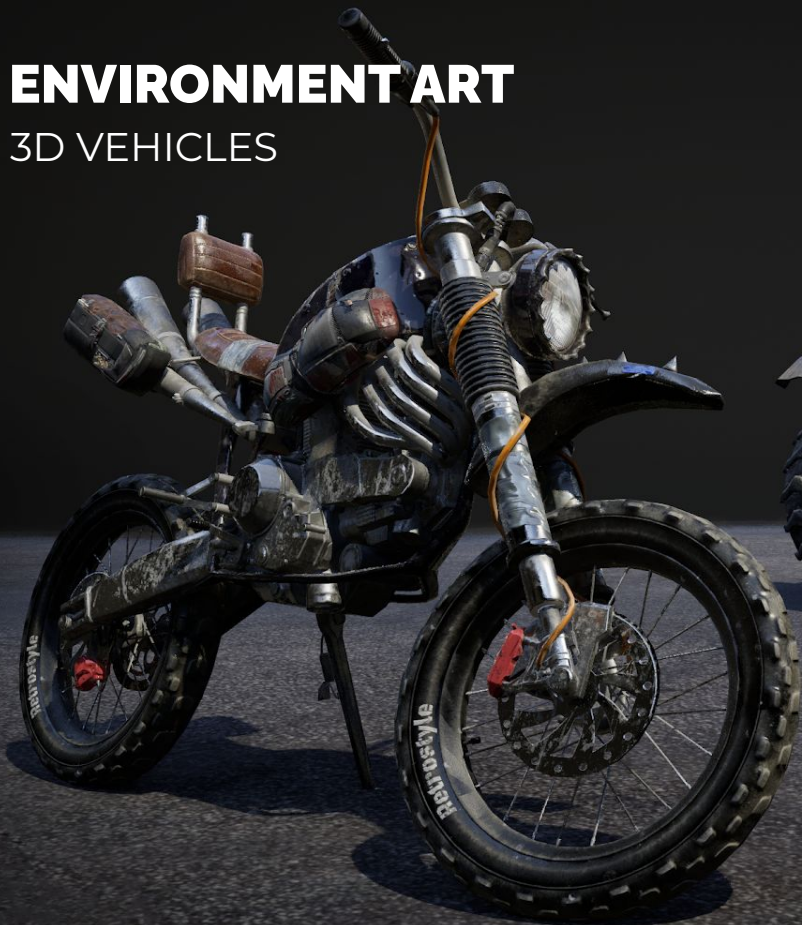
# NYC Subway Realm





# | ENVIRONMENT ART

## ◆ 3D VEHICLES



# ENVIRONMENT ART

◆ 2D+3D



Royal Match  
inspired



Berry Match



Spark Link!



Wonder Blast



Mergedom



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# ENVIRONMENT ART

◆ 2D+3D



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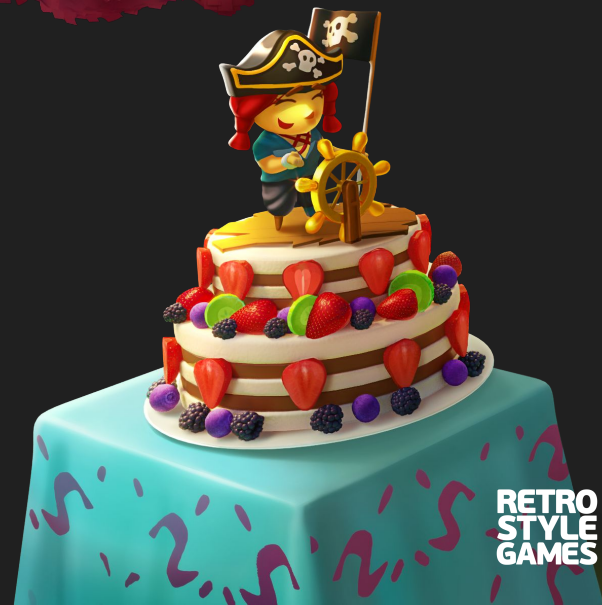
# 20+

LOCATIONS WITH  
4 VERSIONS

FOMO  
games



Event Twins

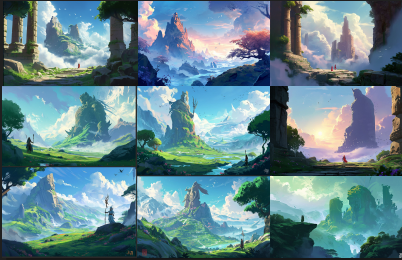


RETRO  
STYLE  
GAMES

# ENVIRONMENT ART

## ◆ 2D

1. Search process



2. Concept



5. Final



3. Stable+Progress

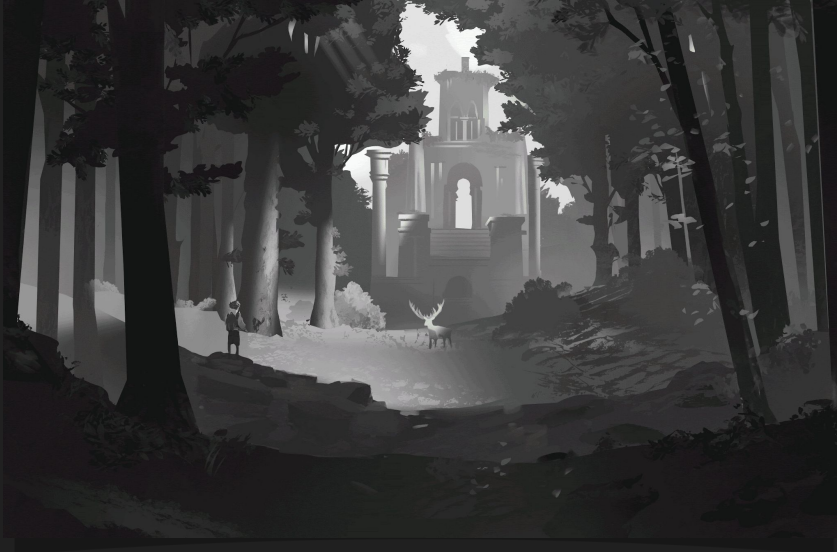


4. pre-Final



# | ENVIRONMENT ART

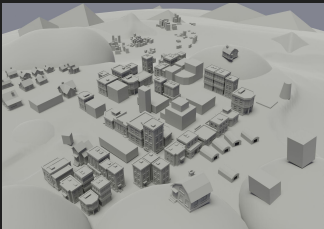
◆ 2D





# ENVIRONMENT ART

## MAPS





Brawl Stars  
inspired

# ENVIRONMENT ART

## MAPS



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START YOUR PROJECT

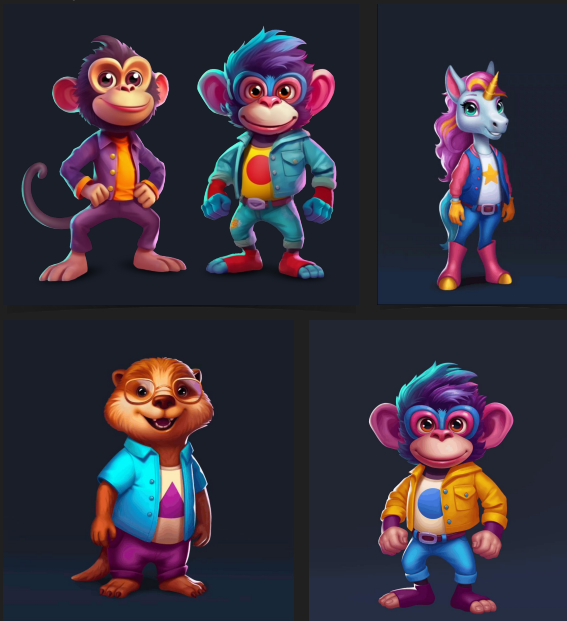
RETRO  
STYLE  
GAMES



**CHARACTERS**

# | CHARACTERS

Concept



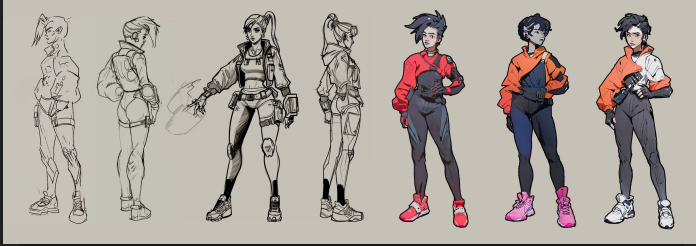
# CHARACTERS

**Coreborn: Nations of the Ultracore** is a breathtaking project in our treasure chest. Our team of master game artists has brought every detail to life in an incredible open world.



# | CHARACTERS

◆ STYLIZED ◆ Fortnite inspired



# | CHARACTERS

◆ STYLIZED ◆ Fortnite inspired

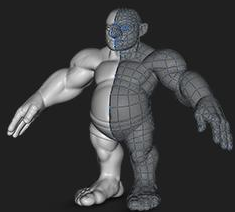


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RETRO  
STYLE  
GAMES

# | CHARACTERS

◆ STYLIZED

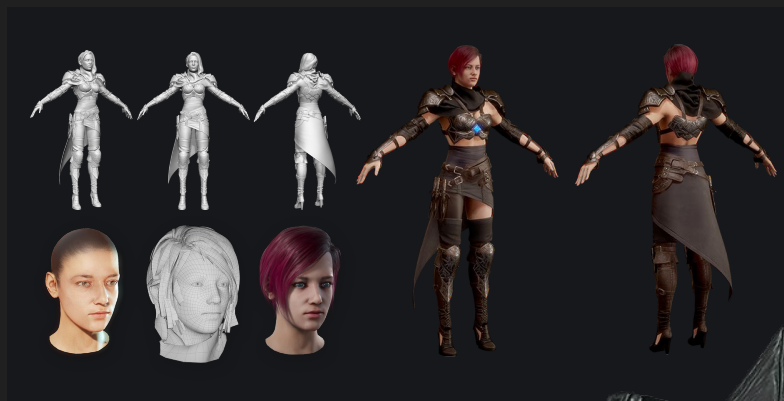


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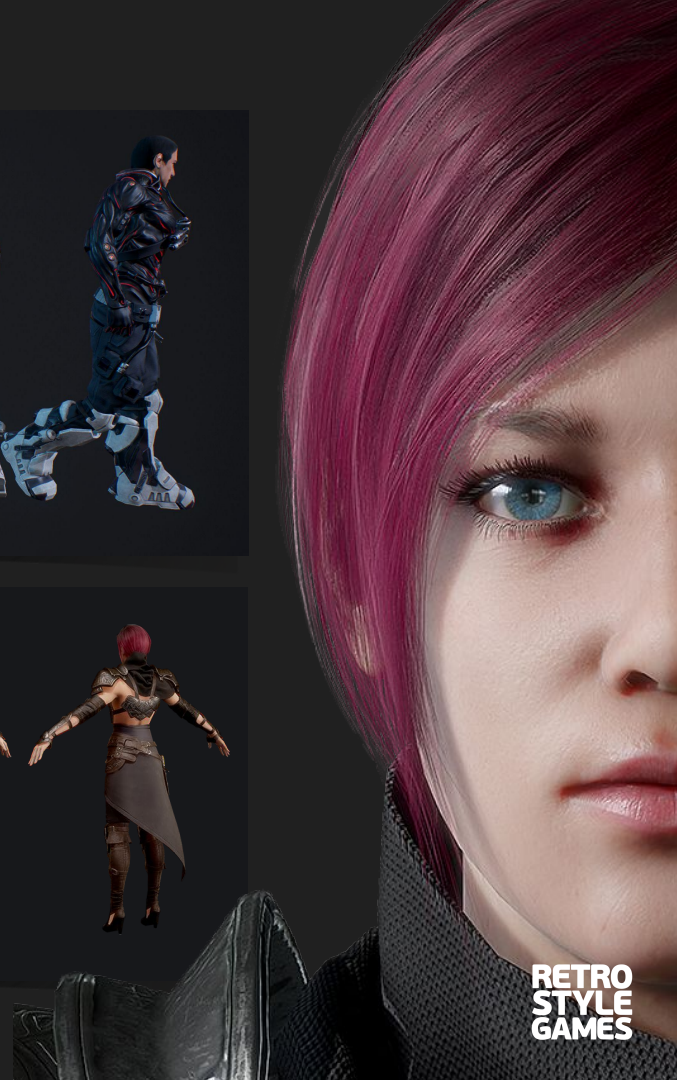
RETRO  
STYLE  
GAMES

# | CHARACTERS

◆ REALISTIC 3D CHARACTER



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STYLE  
GAMES

# CHARACTERS

## REALISTIC CHARACTER CONCEPT



Line sketches (character feel)



Character facial features \ nationality research



Clothes variations



Posing



Pre-3D reference



# CHARACTERS







**ANIMATION**



**RETRO  
STYLE  
GAMES**

**START YOUR PROJECT**



**ADVENTURE ESCAPE / ROMANTIC  
GAMES ART PRODUCTION**

# ADVENTURE ESCAPE / ROMANTIC GAMES ART PRODUCTION

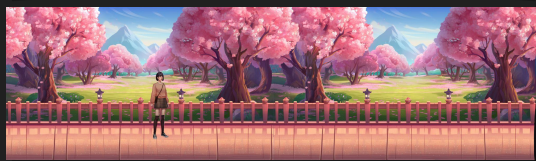
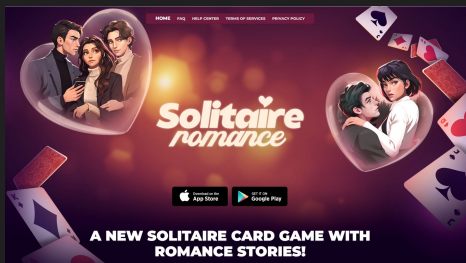
## ◆ PHOTOBASH

**~30**  
GAMES TOTAL



# ADVENTURE ESCAPE / ROMANTIC GAMES ART PRODUCTION

◆ STYLIZED

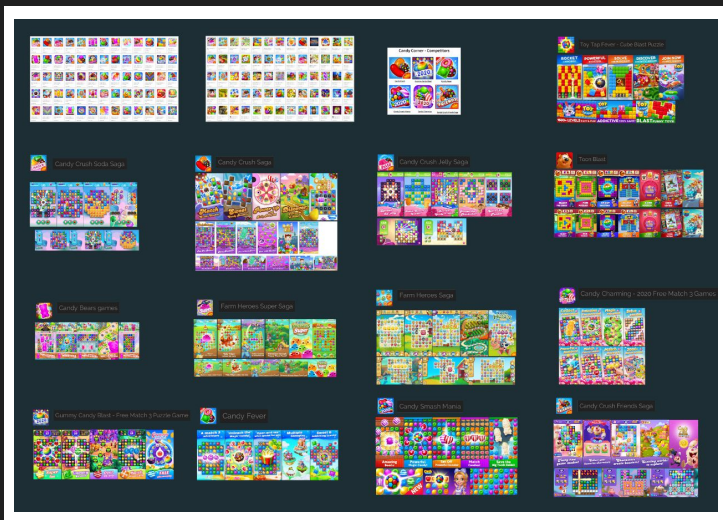




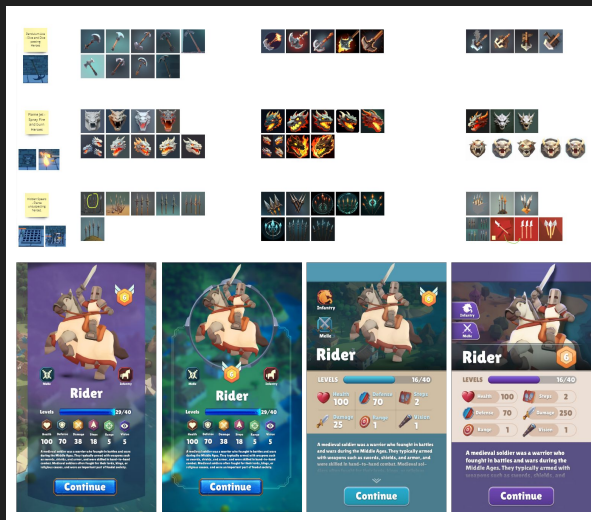
**RND BLOCK**

# ART STYLE RESEARCH

## 01 Competitors research



## 02 Style suggestions and first drafts



## 03 Prototyping / MVP

## 04 Full scope production

# ASO

## PIPELINE

SCREENSHOTS  
A/B TESTING  
IMPROVEMENT  
**+42.6%**



New **Screenshots**  
for A/B testing **1.5** day

Pipeline of **Screenshots**  
creation:

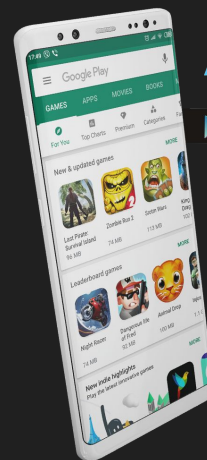
1. Competitors research.
2. Creating of a set (5 pictures) of the screenshots.
3. Feedback.
4. Finalization.

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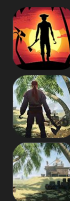
New **Icons** for A/B  
testing **1.5-2** days



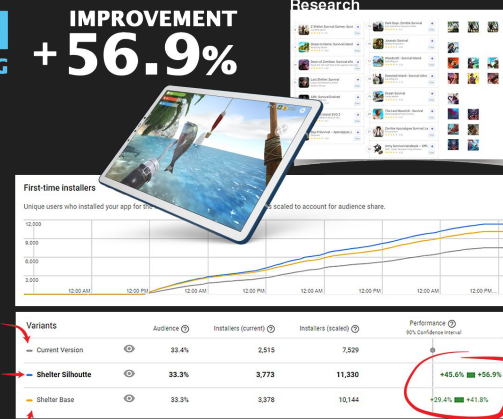
ICON  
A/B TESTING

IMPROVEMENT  
**+56.9%**

POWERED BY  
Google play



Research



Pipeline of **Icon** creation:

1. Competitors research.
2. Icon options in quality for A/B testing.
3. Test (usually is performed from the client's side).
4. Finalization of the winner icon.

RETRO  
STYLE  
GAMES



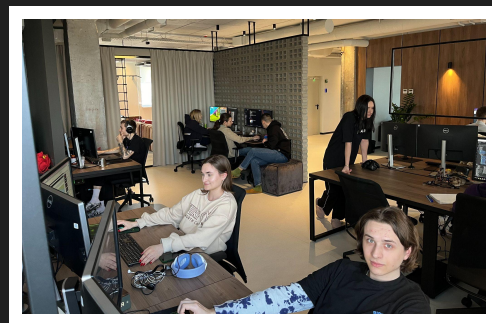
**TEAM INITIATIVES**

# | OUR WORKPLACE

## Talent Development

Each artist and team member has daily/weekly/monthly plans and goals, and everyone has the opportunity to improve their skills. The studio motivates, and supports taking courses and challenges, and helps with them monetarily + on-site as a team.

If the artists are not busy on the project, they work on improving their skills, our portfolio, internal IP, or some freebies we do for indie studios from time to time, making a positive impact on the industry.



# GAME DEVELOPMENT AND ART POPULARIZATION

## Friends of friends Social Community

- Establish a community of industry enthusiasts.
- Offer thematic lectures and personal experience examples.
- Foster communication and maintain channels in public media!



## Universities and Schools initiatives

- Motivate budding artists to explore the world of game development!
- Show production process with real-life examples.
- Demonstrate what the workflow looks like from the inside.



# THANKS FOR YOUR ATTENTION!

**RetroStyle Games** team provides full-range of **3D** and **2D** Game **Art production services**.

Ready for **millions of downloads** and ecstatic players' **reviews**?

**RETRO  
STYLE  
GAMES**

**Bē** 

**2025**



**CONTACT US**

We're really pleased with the quality of their work and they always respect the deadlines. Highly recommend them if you are looking for an outsource art service.

*Seda Kesgin,  
Game Producer, Gamegos*

On behalf of all Fomo Team, I'd like to extend our appreciation for all the performance and efforts you made. It only goes to show how dedicated you are on our mutual project and your professionalism at all.

*Emre Teksoz,  
Managing Partner, Fomo Games*

Working with RetroStyle Games was fulfilling on knowing they could hit our unique art style while also having excellent communication throughout the project.

*Marco Gutierrez,  
Art Director, MitoSis Games*