

Game delivery infrastructure.

Repeatable build, source-flow, and release systems for AA studios.

CAPABILITIES

Build + release: Repeatable client and dedicated-server builds.

Source flow: Performer policy, integration, and queue-reducing automation.

Builders + artifacts: Recoverable builders, shared caches, and traceable artifacts.

Server delivery: Compatible client and server release inputs and handoffs.

Content gates: DCC validation and version-control publishing gates.

Horde + custom systems: Horde assessment, integration planning, and custom system design.

Studio utilities: Focused tools, runbooks, and operating boundaries.

OPERATIONAL OUTCOMES

Reproducible client and dedicated-server builds.

Recoverable failures with clear ownership.

Traceable artifacts and release inputs.

Source flow that supports releases.

ENGAGEMENT

Map: Trace source-to-release boundaries.

Stabilize: Fix the blocker and define recovery.

Standardize: Automate the path and make it observable.

Hand off: Leave runbooks or continue support.

WHO THIS SERVES

CTOs and VPs of Engineering

Technical Directors

Build, release, and platform leads

Production and studio operations leaders

Talk through your delivery path. Start with the delivery boundary creating the most risk.

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