

PRESS KIT

GDEV





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About GDEV Inc.

GDEV Inc. (Nasdaq: \$GDEV) is a gaming and entertainment holding, focused on development and growth of its franchise portfolio across various genres and platforms. With a diverse range of subsidiaries including Nexters, Cubic Games, Royal Ark and Game Gears, GDEV strives to create games that will inspire and engage millions of players for years to come. Its franchises, such as Hero Wars, Island Hoppers, Pixel Gun 3D, Zombie Miner and others have accumulated over 550 million installs and \$2.7 billion of bookings worldwide.

GDEV's Role is that of a visionary holding company, a machine that empowers its studios to create innovative products. We are building a company that will define the future of the entertainment industry through personalization and AI transformation.

GDEV's Mission - We believe that the future of the entertainment industry lies in the synergy between humans and artificial intelligence. Our goal is to become the #1 AI-Powered Entertainment Company by creating personalized content that not only engages but truly resonates with every user.

GDEV's Values:

- **Speed & Efficiency:** We aim to do everything 50 times faster by leveraging AI as a powerful acceleration tool
- **Personalization:** We create content that adapts to each individual user, ensuring maximum retention
- **Innovation:** We constantly experiment and iterate, testing new hypotheses and approaches
- **Synergy:** We combine human creativity with AI capabilities to deliver unique value

For more information, please visit gdev.inc

Social media: [LinkedIn](#) and [X](#)

Andrey Fadeev
Founder & CEO



FY2024
highlights:

\$421 MLN
revenue

\$26 MLN
net profit



Facts and Figures

❖ **\$2,7 BLN¹**
All-time Bookings

❖ **4 STUDIOS**
In operation and associates

❖ **550 MLN¹**
All-time Installs worldwide

❖ **\$GDEV ON NASDAQ**
Since 2021

❖ **\$1,2 BLN¹**
All-time marketing spend

❖ **1000+ TALENTS**
International team from 25+ countries

❖ **9,5 MLN+²**
Monthly active users

1) GDEV Data Report; 2) Q1 2025 Data

Board of Directors



Andrey Fadeev

Chairman, CEO and Founder of GDEV

Andrey has an extensive experience in game development, including more than 10 years of companies' leadership. As \$GDEV's CEO ran the company a long way from a small startup to the global success of Hero Wars and \$GDEV's IPO on Nasdaq.



Igor Bukhman

Non-Executive Director

Igor Bukhman is a member of the Company's board of directors. Mr Bukhman is a co-founder of the Playrix - one of the largest mobile game developers globally. Igor holds a degree in Applied Mathematics and Computer Science.



Tal Shoham

Independent Director

Tal has over 10 years of experience in gaming, ad-tech, growth, and monetization technologies, having worked with companies such as Supersonic, ironSource, and Huuuge Games. He is currently an angel investor and board member in several early-stage gaming companies, Co-Founder and President of Tedooo, and an LP investor in VGames, a leading Israeli venture capital fund.



Marie Holive

Independent Director

Over 20 years of experience of finance and audit expertise in media, tech, healthcare, including Senior Audit Manager, Chief Financial Officer and Managing Director roles at such companies as General Electric and Comcast NBCUniversal. Now Marie is serving as a coach and mentor at ICAEW, INSEAD and London Business School, as well as advising a number of corporations and start-ups.



Andrew Sheppard

Independent Director

Over 20 years of experience building, managing and advising multi-billion dollar consumer businesses. Past employers include EA, CNET/Gamespot, Kabam and GREE. He has direct experience working in online media, social media, mobile games, console games, online/PC games, game services, and consumer applications. Currently Andrew is serving a Managing Director at Transcend Fund, an early stage venture capital firm focused on gaming and gaming adjacent investments. He is also an independent BoD member at Rakuten Games.



Management



Andrey Fadeev

Chairman, CEO and Founder of GDEV

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Aleksander Karavaev

Chief Financial Officer

Over 20 years of various executive positions experience in leading IT, telecommunication and real-sector companies. Alexander has served as chief financial officer of \$GDEV since August 2021.



Roman Safiyulin

Chief Corporate Development Officer

Roman has extensive experience in investor relations and corporate development, having previously worked for leading retail and IT companies in Eastern Europe.



Anton Reinhold

CEO Nexters

Anton Reinhold - CEO of Nexters. Run flagman studio from 2022 year. Previously, he served as Chief Business Development Officer at Nexters since November 2013, making performance marketing key to the success of our games.



Dmitry Amroyan

CEO Cubic Games

Dmitry Amroyan has been working in the IT industry for over 20 years. During this time, he has worked at Global IT companies and held leadership positions at Nexters Studio. Since 2022, Dmitry has been the current CEO of Cubic Games Studio. Dmitry has a wealth of experience in creating his own IT projects as a founder and co-founder.



Aleksander Vashchenko

CEO Game Gears

Aleksander has over 20 years of experience in game development and a strong passion for AI technologies.



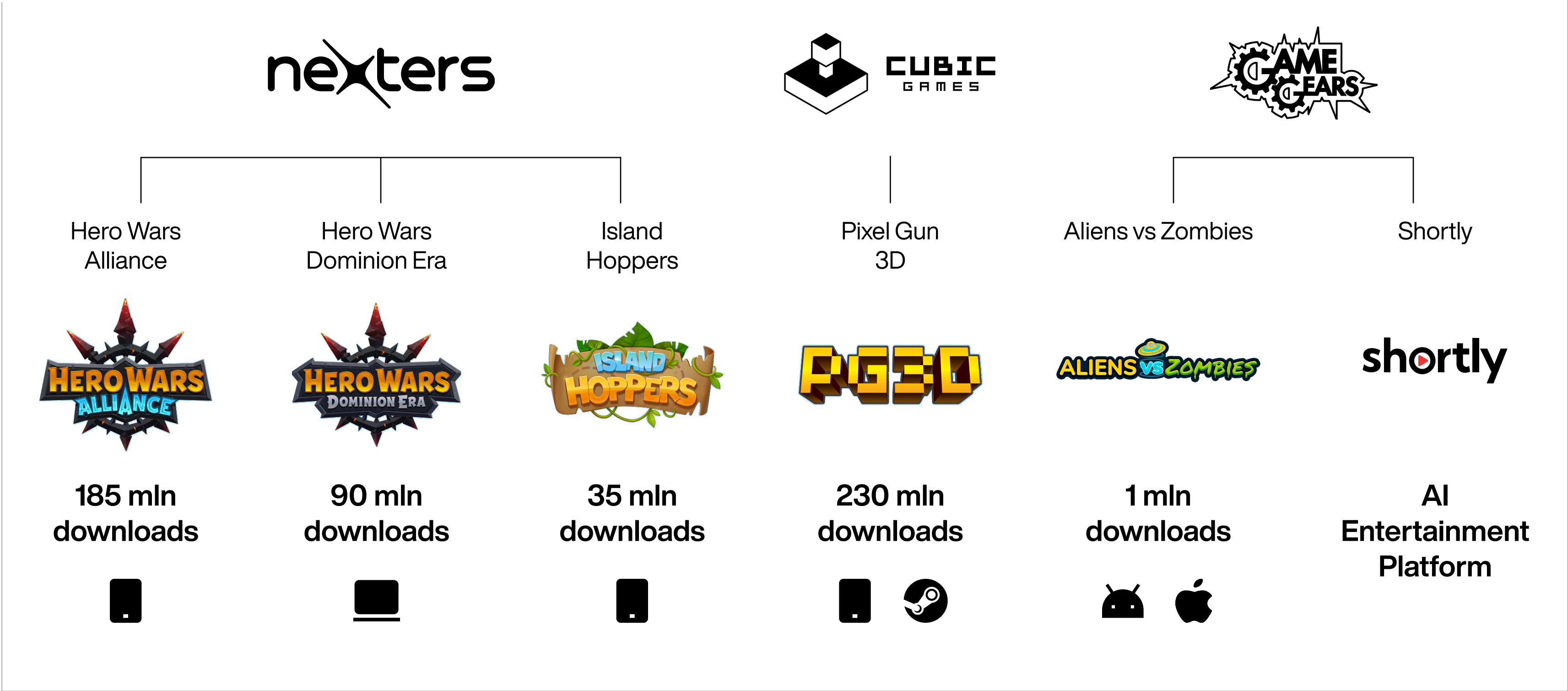
Yulia Dementieva

General Counsel

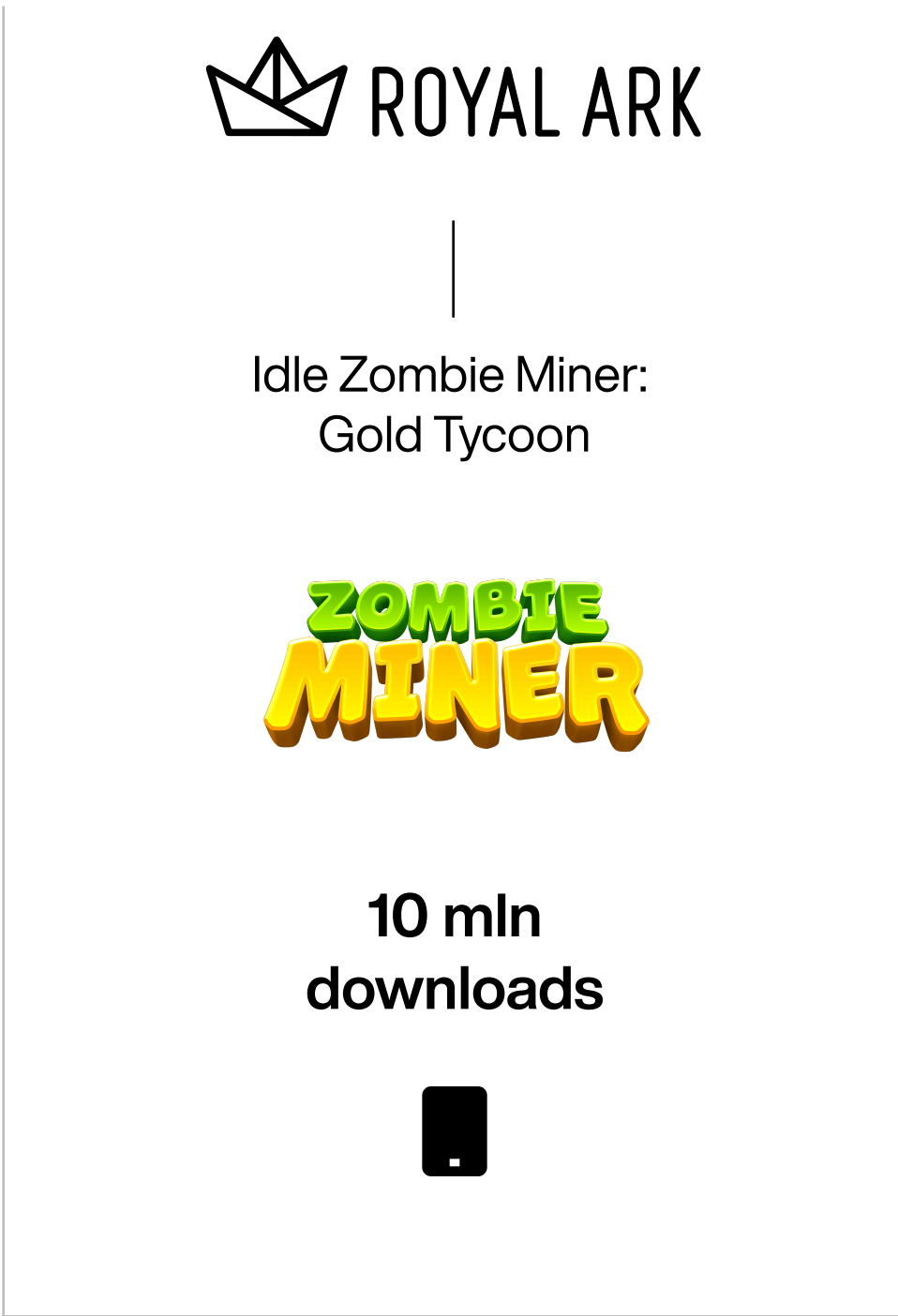
Yulia had practiced law for over 20 years and has worked as a counsel at Latham&Watkins, a global law firm with internationally recognized practices in a wide spectrum of transactional, corporate and regulatory areas.

GDEV Portfolio

Consolidated Studios



Studios with minority stake and option for consolidation





Sustainability

From the outset, \$GDEV has prioritized sustainability as a key element of its founders-driven approach. Over time, these efforts have been converted into \$GDEV Sustainability Strategy with clear metrics to improve our impact on the world and determine the most optimal focus areas.

\$GDEV's approach to sustainability revolves around comprehensive practices that foster business stability in any environment. We maintain our core values while adapting quickly to changing circumstances - that's our recipe for long-term success.

Our Sustainability Strategy outlines three pathways that reflect the varying levels of impact that \$GDEV has on different stakeholders: our employees, local, and the wider global communities.

To further guide our efforts, we've also identified four key areas of focus: "Our Studios", "Our Players", "Communities" and "Environment". We've grouped our sustainability activities into these areas based on their impacts.

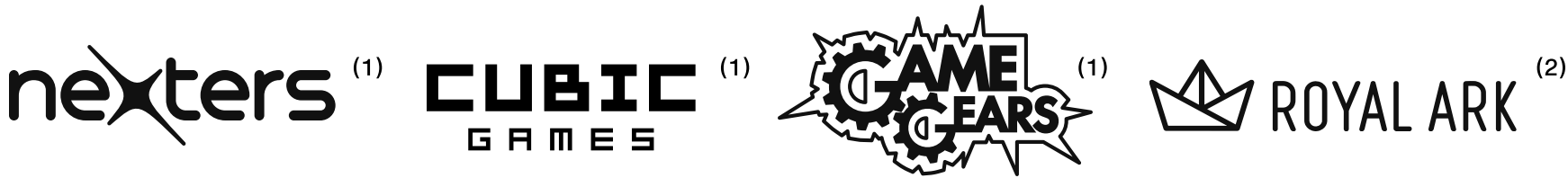
We participated in the Global United Nations Initiative - [Green Game Jam](#) organized by [PlayingForThePlanet](#). The Green Game Jam is an event aimed at increasing the number of video games focused on protecting the environment. In our games, players can engage in various mechanics that are narratively related to nature conservation. We strive to not only entertain but also educate our players on saving resources and preserving nature.

Please, find more information at:
gdev.inc/sustainability

GDEV Products

GDEV is a global gaming company that owns and develops studios with popular game IPs across diverse genres and platforms

Our studios
and games



Q1 FY2025
financial results

Top-10 global RPG battler franchise

Top global first-person shooter

Hit mobile farming game

New Idle hit mobile game (top 3 in genre)

Multiple R&D projects

All-time

~\$1.2BN

Marketing spend

>550M

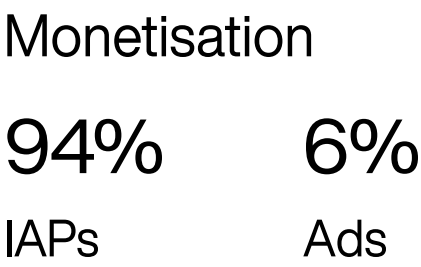
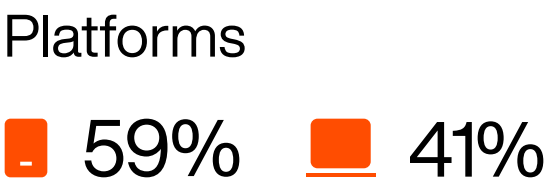
Installs

~\$2.7BN

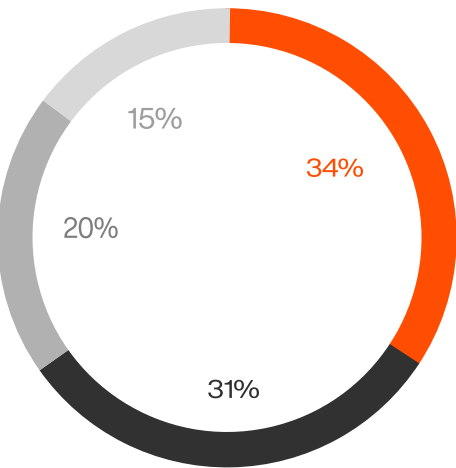
Bookings

Revenue	Marketing ⁽⁵⁾	Adj EBITDA ⁽³⁾	Cash funds ⁽⁴⁾
\$97M	\$42M	\$16M	\$102M

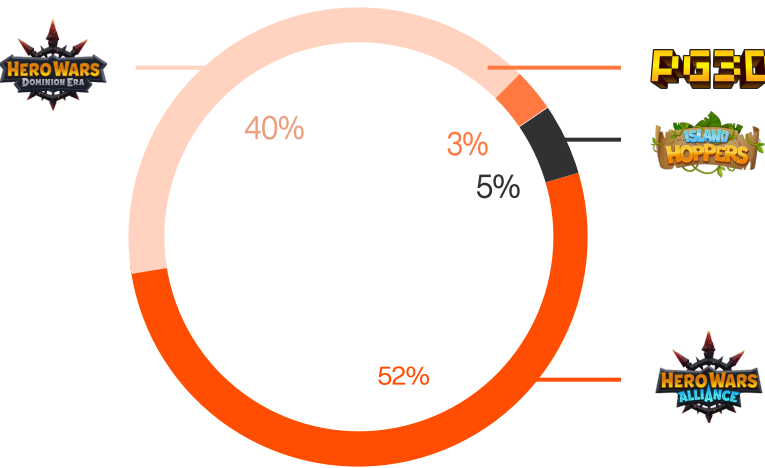
Diversification
by bookings in Q1 2025



Geography



Game titles



(1) Consolidated; (2) With minority stake and option for consolidation upon achieving certain KPIs; (3) See slide #2 for definition; (4) Include cash, other current and non-current investments (mainly US treasury notes/ bills, T-Bills, government federal bonds and ETFs); (5) Selling and marketing expenses

YouTube Channel

Subscribe to our YouTube channel to stay updated about the developments at \$GDEV as well as latest public markets news, industry overview videos, updates on latest trends in game development and educational content about gaming as a big business. Let's level up together!

Visit our YouTube Channel

[GDEV Pulse](#)



