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**This is Creative.**  
**This is Wales.**

# MEET THE COMPANIES @ GDC FESTIVAL OF GAMING

Wales Trade Mission

9 – 13 March 2026

[creative.wales](http://creative.wales)





Cymru Greadigol  
Creative Wales

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**This is Creative.**  
**This is Wales.**

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**Creative Wales** is proud to be leading a trade mission of 13 Welsh companies to the GDC Festival of Gaming 2026, with the support of Trade and Invest Wales. The Cymru Wales stand will host some of our nation's finest games development studios, who are all here to showcase their current projects, achievements and demonstrate their potential for global success.

Come and meet Team Wales at the Cymru Wales pavilion, 761 (South Hall), we can't wait to meet you and extend a warm, Welsh welcome!

Our ambition is to keep building on our success to date and create a thriving creative cluster for the Games sector in Wales. This includes attracting new inward investment and offering highly skilled careers for creative professionals.

We've seen big successes in recent years – chart-topping games like Sker Ritual (Wales Interactive), a long term partnership between Sugar Creative and global giant Ubisoft, and major global company Rocket Science Group anchoring its European HQ in Cardiff, the nation's capital, thanks to the Welsh Government funding and business support, career opportunities and excellent lifestyle available. Wales truly is the best place to live, work and play.

Speak to our team on the ground at GDC about the funding and support packages available to companies looking to locate their business in Wales, as well as opportunities to do business with the excellent Welsh companies exhibiting at this year's conference.

Your contacts at GDC this year are:

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**Creative Wales and Trade and Invest Wales** are part of the Welsh Government.

# 10six Games



**10six Games** is a studio founded by creative game developers, artists and engineers. The co-founders have been making video games together for nearly 30 years including stints at Rockstar Games, Tiny Rebel Games, and co-founding 2K Games. The team is made up of senior multi-disciplined professionals across engineering, development, writing, game design, and art. They are all friends who have worked together for years and started this team with a shared passion and goal: to experiment and discover what new game experiences LLMs could make possible.

10six Games is supported by: The UK Game Angels, Playcap, British Business Bank, Andover Ventures, Untamed Ventures, and 26 game industry veterans and an angel syndicate led by Huw Bishop supported by Angels Invest Wales.

## About You VS Zombies

The world has ended. Humanity has fallen. Only three wizards remain in the ruins: Ash, Morgan, and You. A desperate plan is formed: in order to save the world, you must abandon your body, become a time-traveling wizard ghost. Using *The Ritual*, you hurl yourself back through time to the start of the outbreak in search of someone - anyone - to possess who might survive long enough to change things.

Whether you become a fire-breathing ballerina, a spell-slinging grunge-rocker, or a tsunami-riding mai-tai surfer, you have one mission: travel back through time to rewrite the future and fix the apocalypse, armed with nothing but magic, bad decisions, and the faint hope you can fix humanity's mess. (Or... y'know... make it worse). *You vs Zombies* is an official selection for London Game Festival 2026 and is being showcased this week at the Google Cloud booth (South Festival Hall booth)

WISHLIST THE GAME ON STEAM – visit [www.10sixgames.com](http://www.10sixgames.com) & join the apocalypse!

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[www.10sixgames.com](http://www.10sixgames.com)

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susanicummings



YouVsZombies

# YOU



VS

# ZOMBIES



POSSESS ANYONE,  
SAVE HUMANITY, WISHLIST NOW!

10 SIX  
GAMES



# Breaking Change



**Breaking Change** is building AI-native infrastructure for deep gameplay systems that you can model, simulate, and maintain without months of bespoke engineering.

Build weapons with recoil, heat build-up, and ballistics. Vehicles players can tune and upgrade. Mechs that change how they walk and fight as they take damage. Shopkeepers with real margins and supply constraints. Cosy fishing systems driven by simulation, not scripts.

Keep tuning, extending, and rebalancing those systems across the life of your game.

Founded by engineers who have shipped games across startups, mid-sized studios, and AAA teams, and recognised by the Royal Academy of Engineering, Breaking Change is built on one thesis: systems will define the next decade of games.

Based in Wales. Built for systems.

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[www.breakingchange.games](http://www.breakingchange.games)

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breakingchange



docjaq

# COPA Gaming



**COPA Gaming** is a video game development company dedicated to creating immersive, story-driven games that combine cinematic quality with unique cultural perspectives. With a foundation in Film and TV, we bring a fresh approach to storytelling and visual design in gaming.

In addition to developing our own games, we support the broader game development community by providing Unreal Engine asset packs and consulting services, helping other developers bring their projects to life.

Our [YouTube](#) channel has over 19 million views where our lead Developer, Matt Aspland, teaches other devs about all things Unreal Engine. Our goal is to enrich the gaming experience for players and empower creators within the industry.

**The Department / Trosedd** is a narrative-driven detective game. Investigate crime scenes, interrogate suspects and bring the killer to justice in this gritty detective sim where how you solve the case is as important as solving it.

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[www.copagaming.co.uk](http://www.copagaming.co.uk)

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@MattAspland

# THE DEPARTMENT TROSEDD

HEDDLU  
POLICE



# Curveball Games



Founded in 2024, **Curveball Games** has a simple mission: to give developers the kind of publishing support we always wished existed. We are: Honest, flexible, and genuinely collaborative.

Curveball Games is an independent publisher formed in 2024 with the aim of finding games that we love and leveraging our extensive experience and established networks to focusing on delivering high-quality interactive experiences across PC and console platforms. Built by a team with a passion for both classic and modern game design

Since its formation, Curveball Games has established long-term collaborations with respected industry partners including Wales Interactive,

Top Hat Studios, and Gambit Digital, contributing to a range of commercially released and in-development titles including physical releases of Crypt Custodian, Sker Ritual, and Choo-Choo Charles.

Curveball Games has also worked with small indie studios releasing the cel-shaded parkour extravaganza JETRUNNER and a re-release of the 1982 classic Kevin Toms Football Star Manager.

Alongside these releases we are currently working on a handful of unannounced titles to add to our growing portfolio of hits across multiple genres highlighting our passion for innovative new IP as well as classic gameplay experiences.

[www.curveball-leisure.com](http://www.curveball-leisure.com)

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 [@Curveball\\_Games](https://www.youtube.com/@Curveball_Games)

# Delta V

**DELTA V**

Delta V is a content strategy and production agency built around a simple philosophy, do cool shit, with cool people.

We bring together creative minds, technical expertise, and a culture of collaboration to produce work that connects and inspires.

From concept to final cut, we're driven by curiosity, craft, and the belief that the best results come from genuine partnerships and fearless ideas.

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delta-v-creative



@WeareDeltaV

# Dragon Scale Studios



**Dragon Scale Studios** is a small, independent games studio founded by friends and driven by a shared passion for play. We develop our original IPs and collaborate with partners and clients to bring projects from concept to polished, playable experiences, offering expertise across design, production and Unreal Engine development.

With active commercial development experience and ongoing involvement in academia and community initiatives, the studio remains closely connected to industry practice and emerging talent. This keeps our work informed, relevant and forward looking.

We believe there is still huge space for new, distinctive experiences. Whether social and chaotic, artistic and emotional, or simply fast and fun, we build games with strong gameplay and clear creative identity.

**Snuggly Tails** is our newest original IP, currently in development. Step into a storybook world as a tortoise and a hare in this two player 3D cooperative adventure designed for parent and child co play. Journey through reimagined children's fables and work together to reclaim a stolen trophy from a mischievous magpie. Built around asymmetrical gameplay and a heartfelt narrative frame, it creates short, meaningful sessions rooted in imagination and shared play.

[www.dragonscalestudios.co.uk](http://www.dragonscalestudios.co.uk)

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[@dragonscalestudios](https://www.instagram.com/dragonscalestudios)



**SNUGGLY  
Tails**

© Snuggly Tails,  
Dragon Scale Studios

# DragonfiAR



**DragonfiAR** is a games studio dedicated to crafting immersive, story-driven experiences across mobile, console, and desktop platforms. With 20+ years' experience in games and apps development. DragonfiAR specializes in blending virtual reality, augmented reality, and rich storytelling to transport players into captivating fantasy worlds.

The studio's flagship title, *Wizard's Wrath*, exemplifies this vision: a spellcasting rogue-like adventure that combines FPS and deck building, with a rich unique fantasy world to discover.

Our exciting live AR games are gamifying live events such as DOWNLOAD Festival with AR collectibles, exclusive prizes and merch!

DragonfiAR's portfolio also includes casual mobile games and educational titles being used to teach in schools across the US.

**[dragonfiar.games](https://dragonfiar.games)**

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# Enaid Creative



**Enaid Creative** is a Wales-based creative agency founded by Julian Jenkins and Lloyd Knight, specialising in original IP development across animation, gaming, and interactive entertainment, powered by a proprietary hybrid AI production pipeline.

At the core of everything we build is Crystal World — a multi-platform universe designed around social-emotional learning, where crystals amplify feelings and children discover that their biggest emotions are their greatest strengths. Crystal World spans three age-tiered franchises: The Crystal Bears of Crystal Cove (ages 4–8), Dinosaurs of Diamond Ridge (ages 8–11), and Crystal Canyon (ages 12+), each with distinct characters, storylines, and CASEL-aligned emotional competencies baked into every experience.

At GDC 2025, Julian and Lloyd are launching three products from this universe: an interactive animated story game where player choices shape

emotional outcomes and crystal powers respond in real time; a fully explorable Crystal World Roblox experience blending collection, adventure, and social play; and an educational companion app that extends the show's SEL framework into guided activities, breathing exercises, and crystal discovery tools for families.

Our hybrid AI pipeline combines generative video, AI music composition, and neural voice acting to deliver cinematic-quality content at independent studio speed — already proven across a YouTube channel with over 1 million views and 40,000+ subscribers.

Partnering with industry leaders including Splash Entertainment (Wales) and Rainbow CGI (Italy), Enaid Creative is producing a 52-episode CGI animated series alongside its interactive entertainment slate. We're actively seeking publishing, distribution, and licensing partners to bring Crystal World to global audiences.

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[www.enaidcreative.com](http://www.enaidcreative.com)

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 /enaid-creative



# Goldborough Studio



**Goldborough Studio** is a small family-run indie development studio based in Southwest Wales that creates games and character-led content.

In the thirteen years since we formed, we have provided visual development, character design, and content for eleven games, four feature films, and two animated short films.

We are currently developing YAMI, a 3D third-person semi-open-world adventure game.

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Goldborough Studio



goldboroughstudio



@goldboroughstudiolt



# Good Gate Media



**Good Gate Media** (GGM) is an award-winning multi-threaded media company based in Cardiff, Wales and was founded in 2018 by BAFTA Cymru Award-winner John Giwa-Amu.

GGM has released multiple successful games on all major platforms. Their first interactive film, *The Complex* – a sci-fi thriller written by *The Handmaid's Tale* screenwriter – became the top-performing title for publisher Wales Interactive. Subsequent projects such as *Five Dates*, *Deathtrap Dungeon: The Golden Room*, *Night Book* and *Ten Dates* received critical acclaim for innovative narratives and gameplay, with *Five Dates* earning a BAFTA Cymru nomination and *Ten Dates* receiving two TIGA nominations.

GGM currently has three games in production, all with VC funding, with one having already been recognised with the Fusable Innovation in Gaming Award and another based on a renowned film IP.

Over the past year, Good Gate film projects have included *The Man in My Basement* (in partnership with Disney, starring Willem Dafoe and Corey Hawkins, directed by Nadia Latif), which premiered at TIFF, and held the number one streaming spot on Hulu; BAFTA nominated *His for Hawk* with Plan B and Lionsgate (starring Claire Foy and Brendan Gleeson, directed by Philippa Lowthorpe) released at Telluride; and *Lady* a BFI/Film4-backed thriller feature which premiered at Sundance winning the Special Jury Award for Acting Ensemble.

The company was selected for the 2023 Indie Lab Gaming and nominated for the 2024 Powerlist Awards as Business of the Year. John Giwa-Amu was named part of the London Games Ensemble: 2025.

[goodgatemedia.com](https://goodgatemedia.com)

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@goodgate\_media



# ten dates

© Ten Dates,  
Good Gate Media

# Rocket Science Group



**Rocket Science Group** is a world-class backend & in game co-development collective, trusted to tackle the gaming industry's most complex technical challenges.

As a cornerstone of the Welsh games sector, we unite exceptional talent to build out-of-this-world experiences for leading developers and publishers worldwide.

Today, the group enters an exciting new era with the addition of Multiplay to the family. This milestone marks a natural homecoming, as Rocket Science was founded by former Multiplay leaders.

During 2025, Rocket Science also expanded its commitment to industry growth, launching Space Rangers, a

specialist recruitment studio focused on sourcing and placing elite talent from across the gaming galaxy.

Through four dedicated studios, we deliver deep expertise across the full development lifecycle:

- Multiplay – Game Server Hosting & LiveOps
- Atomic Theory – Game Co-Development
- Terminal Velocity – Backend Engineering
- Space Rangers – Industry Recruiting

With physical offices in Cardiff (Wales); Austin (Texas); Albany (New York); and Brighton (England), our experts span the globe providing both global reach and local insight.

[rocketscience.gg](https://rocketscience.gg)



@rocketsciencegg



Rocket Science Group

[terminalvelocity.gg](https://terminalvelocity.gg)



terminal velocity

[atomictheory.gg](https://atomictheory.gg)



@atomictheorygg



Atomic Theory

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**ATOMIC  
THEORY**



**MULTIPLAY**  
BY ROCKET SCIENCE



**TERMINAL  
VELOCITY**

# Tramshed Tech



Founded in 2016, **Tramshed Tech** is Wales' leading ecosystem builder, operating through three distinct but interconnected divisions: *Tramshed Tech Spaces* creates collaborative workspaces for Wales' most ambitious businesses, with a thriving community of tech, digital and creative innovators at its heart. Their flexible coworking, private offices, meeting rooms and event spaces aren't just places to work – they're environments where businesses can connect, collaborate and grow together.

*Tramshed Tech Ventures* supports Wales' most promising tech startups on their journey from concept to international expansion via our fully funded innovation programmes. With intensive mentorship, expert-led programmes and strategic support, Tramshed Tech Ventures helps

ambitious founders to build world-class tech companies with Welsh roots and global reach.

*Tramshed Tech Skills* bridges the gap between industry and education to cultivate the digital workforce that Welsh companies need to thrive. In collaboration with leading academic institutions and industry partners, Tramshed Tech Skills delivers fully funded, practical digital skills training that directly addresses market demands.

Together, these divisions form an interconnected ecosystem where startups, scaleups, enterprises, investors, universities, and government partners converge. By bringing these communities together under one umbrella, Tramshed Tech facilitates the conversations, collaborations, and partnerships aimed at driving Welsh innovation forward.

[tramshedtech.co.uk](https://tramshedtech.co.uk)

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# Whisper Cymru

WHISPER  
CYMRU

**Whisper Cymru**, part of The Whisper Group, is based at Cymru Broadcast Centre – a fully accessible, remote production facility in Tramshed Tech in Cardiff, the capital of Wales.

The facility, which is a collaboration of support from Whisper Cymru, Tramshed Tech, Media Cymru, Creative Wales Cardiff Capital Region, delivers large-scale live programming for broadcasters on major events including Paralympic Games 2024, Women's Rugby World Cup 2025, UEFA Women's EURO 2025, The British Grand Prix and the Winter Paralympics 2026 to name just a few.

Whisper Cymru is home to the **Whisper Academy**, which nurtures the next generation of production talent in Wales.

<https://whisper.tv/>  
<https://cymrubroadcastcentre.com/>

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