

GameCloud Technologies Pvt Ltd Exhibiting Video Game QA & Validation Services in San Francisco, California

Offering services beyond the typical video QA, GameCloud provides 360 degree video game validation for entire game lifecycle. Meet the team during GDC 17.

PUNE, MAHARASHTRA, INDIA, January 19, 2017 /EINPresswire.com/ --A successful and rewarding exhibition during Game Connection and GDC in March 2016 has motivated the team of GameCloud Technologies Private Limited to gear up for the 2017 edition of these gathering events of game industry professionals. It's not only part of the usual work for GameCloud's team to get industry update but also they enjoy new gaming tech and what excites the team is changing trends and emerging gaming platforms.

Laxmikant Thipse, founder and CEO of GameCloud Technologies and a passionate hard-core gamer since his



childhood, developed the company to protect the interests of both game developers and gamers. In the era of mobile games and emerging platforms such as AR/VR, the challenges are divergent.

"Many development studios struggle to survive and grow in the dynamic video game industry," says

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Studios struggle to survive in the dynamic video game industry mainly because of lack of innovation, ignorance in end-user IAP comfort zone and no knowledge regarding the overall acceptable quality." Laxmikant Thipse Thipse. "Some of the challenges they face include a lack of innovation, ignorance toward end-user IAP comfort zone, not reaching expectations of the end-user, and a general lack of knowledge regarding the overall acceptable quality of the games. To address these challenges effectively, GameCloud Technologies has introduced Video Game Validation and Quality Assurance services that cover the entire lifecycle of the game and ensure success."

With over 100 customers across the globe, vast array of test devices in the QA facility and experience of playing and testing more than 1000 games, GameCloud Technologies

Private Limited has become the first choice of many in the area of Video Game QA & Validation.

The <u>Game Testing</u> team is offering some exciting deals and service demos for all the prospects meeting during Game Connection and GDC, starting from 27 Feb 2017 in San Francisco. According to Laxmikant Thipse, there are countless game developers with amazing games/concepts in hand but with extremely low budget or no budget at all for the quality check. Having realized this, his team has planned some giveaways during Game Connection & GDC, especially for the young and innovative developers.

GameCloud Technologies' quality assurance facility has more than 200 test devices to help clients ensure smooth and bug-free gameplay for millions of their end-users globally. The primary service of company includes <u>Game Quality Assurance</u> from development to production stage and even Quality Audits at post-release stage of the game. This QA organization is happy to meet the industry professionals for sharing ideas on Video Game Validation, discussing the changing trends in QA industry or just a coffee talk! Interested parties can mail to Info@GameCloud-Ltd.com in order to book a time-slot with GameCloud's contact person either in Moscone Center or AT&T Park during the 2017 edition of Game Developer Conference.

Thipse and his team will remain available in San Francisco during GDC 2017 & Game Connection to meet with interested businesses. For more information, visit <u>http://gamecloud-ltd.com/</u>

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This press release can be viewed online at: http://www.einpresswire.com

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