

Kevuru Games Expands Game Porting and Development Outsourcing Services to Support Multi-Platform Releases

Kevuru Games announces expanded game porting and development outsourcing capacity to support multi-platform PC, console, and mobile releases

SAN FRANCISCO, CA, UNITED STATES, September 9, 2026 /EINPresswire.com/ -- Kevuru Games, a

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Studios are increasingly launching on more than one platform at the same time, and that changes what they need from an outsourcing partner,”

*Oleg Goncharenko, CEO of
KevuruGames*

game development and art outsourcing studio, today announced an expansion of its [game porting services](#) and development outsourcing capacity for studios releasing titles across PC, console, and mobile platforms simultaneously or in close succession. The expansion also extends the company's [game developers for hire](#) program, giving studios additional options for bringing on engineering, art, and QA specialists for individual projects.

Game releases increasingly target more than one platform

at launch, with studios distributing the same title across PC storefronts, current-generation consoles, and mobile app stores within a single release window. That pattern has changed what studios look for in an outsourcing partner, shifting demand toward teams that can manage engine migration, platform certification, and quality assurance across multiple environments at once, rather than handling each platform as a separate, sequential project.

Expanded Game Porting Services

The expanded practice adds capacity across engine migration, platform certification support, and quality assurance for cross-platform releases. Kevuru Games' game porting services cover adapting existing PC, console, and mobile titles for additional platforms, including input scheme redesign, performance optimization for target hardware, and support through storefront and console certification processes. The company works with studios building in Unity and Unreal Engine and supports certification and testing workflows for major console and digital storefront platforms.

The certification and testing scope of the expanded porting practice includes functional and

compliance testing for PlayStation, Xbox, and Nintendo platforms, as well as storefront requirements for Steam, the Epic Games Store, the App Store, and Google Play. Kevuru Games' QA teams handle platform-specific test passes in addition to general functional and regression testing during a porting engagement, so that certification issues are identified during production rather than after a build has already been submitted.

Development Outsourcing Capacity

Alongside its porting practice, Kevuru Games' [game outsourcing](#) services support studios across the full production cycle, from concept and pre-production through art, animation, development, and QA. The outsourcing model is structured to accommodate different engagement types, including full-cycle production for a title built entirely by the Kevuru Games team, and team augmentation engagements in which the company's developers and artists work alongside a studio's existing in-house team on specific production areas.

Game Development Outsourcing

The company's game developers for hire program allows studios to bring on individual specialists, including Unity and Unreal engineers, 2D and 3D artists, animators, and QA testers, for a defined project or production phase without expanding their own permanent headcount. This option is intended for studios that need specific platform or engine expertise for a limited engagement rather than a full outsourced production team.

Kevuru Games has previously provided development, art, and animation services on titles including Fortnite, Monster Legends, and Iron Order, among other projects in its portfolio. The company operates from offices in Warsaw, Poland; Dover, USA; and Kyiv, Ukraine, with a team of more than 350 developers, artists, and production specialists working across casual, mobile, and AAA game development.

"Our porting and outsourcing teams are structured to support that timeline without adding certification or QA risk late in production. The expanded developers-for-hire option gives studios a way to bring in that expertise for a single project without committing to a longer outsourcing engagement."

Mykhailo Kravets, Video games developer (C/C++/C#) added that the expansion reflects ongoing demand from existing and prospective clients for porting and platform-certification support specifically, rather than a shift in the company's overall service scope. The company said it plans to continue adding platform-specialist staff to the porting and QA teams over the coming months as client project schedules require.

Additional information about Kevuru Games' game porting services, game outsourcing model, and game developers for hire program is available at kevurugames.com.

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