code magic at our fingertips

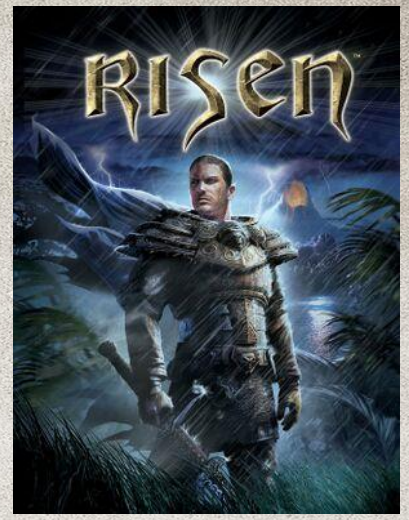
Porting house and co-development

Involved in software development over 15 years

Elverils ported and co-developed games for Larian Studios starting from Divinity series (Original Sin & Enhanced Edition) for PC, macOS, iPadOS, PS4 and XBOX One and even Linux.

You can find more information on this ports:

- The Verge - Divinity: Original Sin II's Mac port is unusually great
- App Store: Divinity - Original Sin 2 (apple.com) 4.6☆
- Divinity: Original Sin 2 for iPad Pro/Air - Tech Analysis And Performance Review



Our team continues to work with THQ Nordic on ports of their games. So far, we have ported several games from Gothic, Risen and Elex series to macOS, Nintendo Switch, PS4/5 and Xbox One (X).

You can find more information on this ports:

- Elex II shown at WWDC 2023 — June 5 | Apple (youtube.com)
- Gothic II Complete Classic – Metacritic
- Risen - Release Trailer | PS4 Games - YouTube

Elverils has been collaborating with Saber Interactive since 2017. During this time, we managed to release about 10 projects, including ports, remasters and new games. We cannot tell you the names of these projects, as these are the terms of our cooperation with Saber Interactive, and we always respect the wishes of our customers.

and others who wish to remain anonymous

EXPERIENCE

Founded in 2007 Elverils LLC is a company with a huge experience of development for macOS and Linux platforms. Due to solid success in this area starting from 2014 this direction has become top priority for us. In addition to Unix systems we have a vast experience porting to many platforms and device families.

iOS, iPadOS, AppleTV
Playstation Vita / 4 / 5
Xbox One / One X
Nintendo 3DS / Switch
Steam Deck
Oculus 2 / 3
Android
Streaming services

EXPERIENCE

In addition to tasks related to porting, we also:

- adapt projects to devices and platforms (control, saves, achievements, network, UGC an more);
- fix legacy bugs;
- improve technologies and assets (including rendering and audio and all kinds of optimizations);
- update and rework 3D and 2D art (with and without neural networks used, at the request of the customer);
- update and rework game mechanics for old projects;
- full cycle co-development.

As you may have noticed all major projects we ported to Mac were presented on WWDC. This was made possible due to fact that Elverils has been working closely with Apple engineers for over 5 years to provide the best gaming experience for Mac. Our ports have repeatedly received special attention from professionals and gamers.

SOLUTIONS

In our work, we use both widely used solutions and adapt custom solutions and tools from any customers for specific platforms and tasks.

UNREAL ENGINE 3 - 5

Your tech here

CORE TEAM

Stanislav Tihohod

Chief Executive Officer
Chief Financial Officer

Started from Assembly language expert, he is now top FX hacker and C++ guru.

Platon Fomichev

Chief Technical Officer

A PhD in computer science, he worked on all things Mac & Linux for more than 15 years.

Rostislav Mikheev

Lead Programmer
Business Relations Manager

A professional in all thing graphical, he is able to port graphics algorithms and whole engines in a nick of time.

And more than 20 of our colleagues including programmers, artists, technical artists, build engineers, game designers and QA engineers.

CONTACTS

e-mail: info@elverils.com
elverils.com
Twitter: @elverils
Rostislav Mikheev @ Telegram: @hacenator

Office in Russia
Russian Federation, 195027, Saint-Petersburg, Magnitogorskaya Street 30, Office 3003,
+7(951)649-24-60

Astana Gamedev Hub Kazakhstan
Astana, Esil district, 55/21, Mangilik El, office 125

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Booklet and presentation designed by Shishkareva Anna and Elverils team
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