

Beat: Technology

## **GAMESTREAM RAISES M€ 3,5 TO BUILD THE FUTURE OF B2B CLOUD GAMING**

**FOUNDED IN 2015**

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**USPA NEWS** - Nancy, May 19, 2020. In a context of strong growth in its international activities, Gamestream has completed a new fundraising in the amount of € 3.5 million in order to strengthen its position as world leader in Cloud Gaming solutions in B2B .As part of this round table, Gamestream called on Eponyme Partners (Arnaud Perez). Supported by historic shareholders, including the server specialist 2CRSi, this fundraiser is an opportunity for Gamestream to bring in new investors, including telecoms specialist Ronny Verhelst, who joins the company's board of directors, and the Remo brothers and Philipp Bienz, owners of the Revier Hotels chain. This new investment allows Gamestream to strengthen its development teams and accelerate its content acquisition strategy by enriching its current catalog with new flagship titles.

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**A SUCCESS STORY MADE IN FRANCE**-----

Founded in 2015 by Ivan Lebeau and Olivier Lebigot and launched commercially in 2019, Gamestream has risen in less than two years to the rank of world leader in streaming video game solutions (Cloud Gaming) for the B2B market. The start-up provides telecoms and hospitality professionals (hotels, hospitals, etc.) with its turnkey, multi-device solution (TV, smartphones, PCs and tablets). Gamestream offers an optimal gaming experience in Full HD and 4K, giving unlimited access to a catalog of video games from the main publishers on the market (Disney, Capcom, Codemasters, etc.), designed for an environment ranging from the general public to the midcore gamer. "

**DAZLING INTERNATIONAL DEVELOPMENT**-----

In one year, Gamestream's services have been rolled out in white labels in Europe, Asia and the Middle East, with IT sector leaders who offer their subscribers unlimited access to a recent game pack for less than 20 dollars a month. This is the case of Etisalat (1st telecom operator in the United Arab Emirates), Telkom Indonesia (1st operator in Indonesia), Sunrise (1st telecom operator in 5G in Europe) or Medion (1st PC brand in Germany). The Accor hotel chain, for its part, has just selected Gamestream's services for the lobbies and rooms of several of its establishments. Gamestream currently employs 30 people across its various locations (Paris, Nancy, Dubai), and plans to double its workforce within two years. The company will soon open a branch in Asia (Taiwan).-----

Ivan Lebeau, CEO and co-founder of Gamestream, said: "In a period of slow fundraising, Gamestream has won the confidence of investors thanks to the quality of its team and the relevance of its positioning. Beyond the content, our commercial success is also due to the quality of our technology and the assertion of our B2B positioning. We are indeed convinced that telecom operators who know how to offer innovative and "multi-device" experiences like that of Gamestream will soon be the big winners of the revolutions brought by streaming, 5G and contactless payments. "

Olivier Lebigot, CTO and co-founder of Gamestream, adds: "The streaming technology used by Gamestream is the result of several years of research and development. Its agnostic nature allows us to make the most of the hardware environment on which we are deploying and to be able to integrate, almost in real time, any material innovation as soon as it is released. Our experience and expertise also allow us to use the most efficient codecs today to guarantee the best conditions of use for our users. " According to Ronny Verhelst, a private investor in Gamestream, a personality in the telecoms world and currently president of DELTA Fiber, "video games have a leading role in the modernization of the leisure industries. While this sector is booming, telecom operators are at the heart of the streaming revolution and will allow Gamestream to consolidate its leading position. I am proud to be part of the Gamestream adventure at a key stage in its development. "-----

Alain Wilmouth, co-founder and CEO of 2CRSi, concludes: "In a few years, video games have taken an essential place in the economy: they have become the biggest cultural industry in front of cinema, music and literature, and do not know no borders. With a unique B2B positioning and the most advanced technological solutions, Gamestream has achieved an impressive journey since our entry into the capital in 2018 and now has customers on several continents. The arrival of new investors with complementary expertise

(telephony, hotels, etc.) will further accelerate the company's growth momentum in the coming months. " Sourec : Gamestream

**Article online:**

<https://www.uspa24.com/bericht-17054/gamestream-raises-m-35-to-build-the-future-of-b2b-cloud-gaming.html>

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