



Nettention

Company Introduction

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Overview

Being Korea's No.1 game server engine developer, Nettention offers services needed for game developers through systematic strategies and a long experience.

President	Bae Hyun-Jik
Date of Establishment	Established as a private company in 2008 (Converted to a corporation in Aug. 13, 2009)
Main Business Area	Game Server & Network Engine License
Main Basic Technology	System and method of multiplayer online game service and system and method of reliable communication's channel switching
Main Handling Item	Software Consultancy & Development and Supply
Location	24, Simin-daero 327beon-gil, Dongan-gu, Anyang-si, Gyeonggi-do
Contact Info.	Tel. +82 2 6082-1991 Fax. +82 2 6008-7290
Website	http://proudnet.com/en/

CEO

President Bae, a founder of Nettention, is running his business based on his long-term experience and career.



- Born in 1976.
- Started programming at age 9.
- Worked at a game company as a programmer at age 18.
- Pioneered the development technology of Windows Server-based game servers.
- Released an alpha version “Cafe9” in 1998 (Korea’s first 3D MMO game) – Server development
- Became the first Korean to write for Game Programming Gems.
- Possesses five patent registrations.

Production Description-ProudNet

ProudNet is a server & network engine specialized for a real-time multiplayer.

Features:

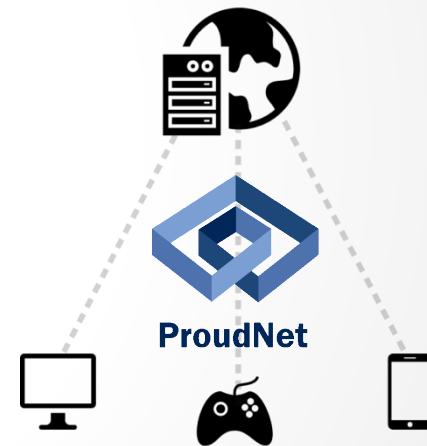
Shows strength in real-time large-scale interactions.

Minimized Latency:

P2P & C/S hybrid networking, and packet-optimized Technology, etc. due to network quality.

High-performance Server Module

DB cache, dispersion server module.



It is considered a highly reliable engine in Korea, thereby having been applied to 190 game projects of 13 different countries.



Representative Title/Mobile	Raven, Seven Knights, Creature Academy, MARVEL Future Fight, MonTowerz 2, Panzer Ace Online, Touch Fighter, Metal Skies, Bowling King, ChaguChagu, HeroxHero, Fairy Tale, etc.
Representative Title/PC	Mabinogi Heroes, Ragnarok 2, S4 League, Hero Wars, Closers, Mirror War, Rusty Hearts, Mini Fighter, Sura King, Ghosts 'n Goblins Online, 2112, Heroes in the Sky, Tank Ace, etc.
Representative Title/PS 4	Street Fighter V

The world's famous fight game 'Street Fighter 5' adopted the ProudNet as P2P network engine.

Japan's Dimps and U.S.'s Capcom USA directly used the ProudNet.



It is also being used in the field of IoT.

Since BATIO adopted the ProudNet, it released IP camera FORVIEW pixie.



Patents and Certifications

In possession of four patents for relevant technologies.



<Local Patents>

Patent: Communication method between terminals through reuse of NAT port mapping

Patent: Multicasting method through direct communication between terminals which have connected a game server

Patent: System and method of a multiplayer online game

Patent: System and method for reliable communication's channel switching

Patent: Networking method of user datagram protocol for stability improvement.

PCT : Networking method of user datagram protocol for stability improvement.

PCT : Network communication method with a restoration functionality for terminal session.

Certificates of Domestic and Foreign Service and Trademark Registration



Various Authorizations of Government



Program Registration Certificate



Venture Business Certificate



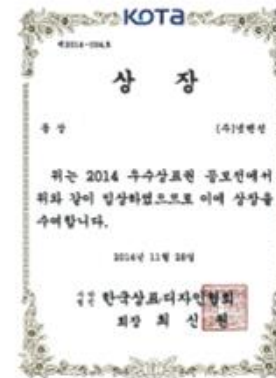
Certificate of Industrial R&D Center



Designation Certificate of Small and Medium-sized Export Enterprises



Certificate of INNO-BIZ



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