



# GAMESERVERS

F R A G N O T L A G

[WWW.GAMESERVERS.COM](http://WWW.GAMESERVERS.COM)

## About GameServers.com

Established in 2003 with its central office located in Matawan, NJ, GameServers.com is the world's premier game server hosting company. With a global presence spanning across 30+ locations around the world, GameServers.com has strategically positioned itself in every major gaming market.

Since inception, GameServers.com has built its infrastructure by fostering strong business partnerships and utilizing the latest in technology in order to exceed the end user's gaming expectations.

In addition to directly providing hosting to gamers, GameServers.com is also the host of choice for many of the major gaming studios. We have worked directly with many studios, including: Infinity Ward (Call of Duty Modern Warfare), Treyarch Studios (Call of Duty Black Ops), EA/Dice (Battlefield Series), Microsoft (Gears of War 3) and Ubisoft (Tom Clancy series).

Today, GameServers.com is the leader in the game server market having served over 200,000 customers worldwide catering to millions of gamers on our network daily.

## Our Global Network

GameServers.com has built its network and infrastructure from the ground up in order to deliver the fastest and most stable ping times to players.

The Gameservers.com network is a Cisco powered network. Our network is specifically designed, monitored and optimized to provide low-latency connections to our customers.

Using the Gameservers.com network, our customers enjoy IP portability, geographically close and lowest-latency servers, as well as reliable connectivity. Furthermore, our selection of network partners delivers a large number of IP peering points to ensure lowest hop-count to our end users.

## Datacenter Locations

- |  |  |   |
|--|--|---|
|  1. San Jose, California        |  12. St. Louis, Missouri  |  23. (EU) Warsaw, Poland             |
|  2. Chicago, Illinois           |  13. Toronto, Canada      |  24. (RU) Moscow, Russia             |
|  3. Phoenix, Arizona            |  14. Montreal, Canada     |  25. (BR) Sao Paulo, Brazil          |
|  4. New York / New Jersey       |  15. Vancouver, Canada    |  26. India                           |
|  5. Denver, Colorado            |  16. (EU) London, UK      |  27. (Asia) Tokyo, Japan             |
|  6. Los Angeles, California     |  17. (EU) Madrid, Spain   |  28. (ASIA) South Korea              |
|  7. Atlanta, Georgia            |  18. (EU) Paris, France   |  29. (ZA) Cape Town, South Africa    |
|  8. Seattle, Washington         |  19. (EU) Amsterdam, NL   |  30. (ZA) Johannesburg, South Africa |
|  9. Dallas, Texas              |  20. (EU) Denmark        |  31. (AU) Sydney, Australia         |
|  10. Tampa Bay, Florida       |  21. (EU) Frankfurt, DE |  32. (AU) Adelaide, Australia      |
|  11. Virginia/Washington D.C. |  22. (EU) Milan, Italy  |   |

## Our Technology

In order to service a wide array of games from multiple developers, GameServers.com has developed an industry leading proprietary server management system. Features of this system include:

- Intelligent game server distribution for peak performance
- Customizable per-game security policies that restrict end user access to server files as required by development studios
- Automated installation and datacenter migrations of game server instances
- Automated deployment of new server hardware based on demand
- Advanced server health and datacenter capacity monitoring
- One-click installation of third-party modifications for games
- Easy to use control panel management interface for end users

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## Infrastructure Provider for Publishers and Studios

GameServers.com has worked directly with many studios to deliver load balanced worldwide multiplayer infrastructure on the PC, Xbox 360, and PlayStation3 platforms.

## Collaborations Include:



CALL OF DUTY  
WORLD AT WAR



CALL OF DUTY  
BLACK OPS



MEDAL OF  
HONOR



BATTLEFIELD 3



GEARS  
OF WAR 3



TOM CLANCY'S  
GHOST RECON  
ONLINE



SECTION 8  
PREJUDICE



## Our Network of Sites

GameServers.com is closely connected to the online gaming community through our various online properties.

### **GameServers**

*#1 Game Server Provider  
Over 200,000 served*



### **GameTracker**

*#1 PC Game Stats Site  
1 million+ members  
22 million+ monthly views*



### **GameSpeak**

*Leading Voice Provider  
400,000+ max clients*



### **CodBoards**

*Call Of Duty Forums*



### **GetGsc**

*Custom Gaming  
Client*



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## Our Partners

### Gaming



### Infrastructure



### Vendors





## Our Management Team

### **David Aninowsky, President/CEO**

Mr. Aninowsky is the founder and president of Gameservers.com. With Mr. Aninowsky's vision and entrepreneurial skills, GameServers.com has quickly grown from a very modest startup to the largest game server provider company. In addition to GameServers.com, Mr. Aninowsky is the President/CEO of Constant.com; one of the fastest growing managed hosting companies. With over 16 years of experience in the managed hosting arena, Mr. Aninowsky has leveraged that experience to GameServers.com

### **Anthony Quon, Chief Operating Officer**

Mr. Quon is the Chief operating officer at GameServers.com. Prior to joining GameServers.com, Mr. Quon has over 8 years of experience within the telecom industry at Telcordia Technologies. Since joining GameServers.com at inception, Mr. Quon has overseen and managed the daily operations and infrastructure for GameServers.com. In addition to this role, Mr. Quon has also been responsible in building business relationships with game publishers.

### **David Gucker, Vice President**

Mr. Gucker serves as Vice President of Gaming company Gameservers.com. In this position his technical skills enable superior management of a technical staff as well as expert insight into meeting customer needs. Gameservers has experienced significant growth every year since it's inception.

### **Michael Marinescu, Chief Technology Officer**

Mr. Marinescu has engineered and managed the GameServers.com web presence and administration systems since the inception of the company. Mr. Marinescu has used his 10 years of experience in the software development industry to create the company's industry leading game server management platform.