



Alpha Potato Limited

Company profile describing infrastructure

Alpha Potato has formed three years ago and very recently become a limited company. Alpha Potato has been selected as one of the Top 10 Startups in 2017 and achieved several global awards and funds. Currently, we have an office at Genetic Baro Bhuyian Unit-13, House:3/A, Road:49, Kamal Ataturk Avenue, Gulshan Avenue, Dhaka-1212 of 130sqft but this is not enough to operate our production. Hence, we are operating in our own office at Mohakhali DOHS which is 2700 sqft. We have separate departments of programmers and artists and they have been given separate rooms with common facilities like dining, leisure, etc. Alpha Potato office has generators and 24/7 uninterrupted internet service to facilitate game development with full pace.

Human resource

Alpha Potato is currently operating with 25 members (we do not call our resources as employees). We have 11 programmers, 4 3D artists, 4 animators, 1 concept artist, 2 Product Manager & Game Designer, 3 operations/management personnel. Some of our members are equity holders and everyone works and gives their best from passion. Every member is paid and well-inspired to work as a team and develop games for the global industry.

Business activity

Alpha Potato Limited introduced the team into the market with the game I Peel Good, Icing on the cake, Prank Master 3D, Pawnshop Master. Next year we are going to test the Bangladesh market with telecommunication companies to have an idea of the consumption pattern and purchasing behavior of Bangladeshi users while using mobile games.

Capability and experience of the Organization

Early game developers of the organization started their journey as freelancers a couple of years ago. Both individually and as a team all the developers of Alpha Potato are very well experienced and making games for about 5 years. Right now we are fully concentrating on mobile game development. Hence we are experts in game designing, game programming, character/environment/terrain modeling, and animation. We took the lead in mobile gaming in the global market. We are looking for making the next big thing in the global mobile game industry in 2021 and forward accordingly.

