



Mobile Games Growing Companies

March 2025





We are delighted to share with you our second Mobile Games Growing Companies report.

This report profiles 25 of the fastest growing mobile games companies in EMEA with between 20 and 300 employees.



Neon River is an executive search firm, founded by Peter Franks that has deep experience of working with games companies around the world.

“At Miniclip, we’ve worked with Peter and Neon River on several important hires over the years, and we’ve always been very happy with the experience. I’d recommend Neon River as one of the very best executive search firms in the market.”

Rob Small, Founder and President, Miniclip

If you’d like to get in touch, please email us at peter@neonriver.com

Our most recent list of the Top 30 Leaders in mobile gaming can be found [here](#)

It is a pleasure to share the latest version of our mobile games growing companies report.

Our Mobile Games Growing Companies profiles 25 of the fastest growing mobile games companies in EMEA. Whilst our Mobile Games Talent Intelligence report focuses on the largest mobile games companies, this report features entrepreneurial mobile games companies with between 20 and 300 employees and are headquartered in EMEA.

This report focuses on 25 smaller, earlier stage mobile games companies in EMEA that are growing despite the difficult conditions in the market. We have profiled each business and measured which companies are growing the most from a headcount perspective.

We have expanded the number of company profiles from 20 to 25 in this report.

We will aim to create updated reports every six months to continue to keep track of the rising companies in the sector.

Peter Franks
Founder, Neon River










We have only used data on employees based in Europe, Middle East and Africa (EMEA) and candidates based outside of these geographies are not counted as part of our statistics.

The data in this report is based on data from LinkedIn and it is worth noting that whilst many people have a LinkedIn profile, not every employee of every mobile games company has an accurate, up to date profile. It is best therefore to view the statistics within this report as being indicative of patterns and trends rather than being wholly accurate and complete statistics to be taken as fact.

The data used in this report has been collated during March 2025, and we will provide updated reports every six months.

We hope you find the report to be interesting and if you have any feedback or suggestions for future editions, please email peter@neonriver.com

Employee Growth Leaderboard

		Employees	YoY %	Country
		27	 200%	
		23	 109%	
		76	 85%	
4 th		30	 76%	
5 th		24	 50%	
6 th		58	 49%	
7 th		37	 48%	
8 th		161	 41%	
9 th		129	 34%	
10 th		366	 33%	



27 employees (in
EMEA)

▲ 200% YoY

Profile

Grand Games was founded in 2024 by Bekir Batuhan, Mustafa Firtına, and Mehmet Çalım, who all previously worked at Good Job Games. The company recently raised a Series A funding round of \$30m, led by Balderton Capital. The company is growing rapidly and plans to expand to more than 40 employees in 2025. Their two titles, *Magic Sort* and *Car Match*, have gained more than \$4m in gross app revenue within the first six months.

Games



Magic Sort
Puzzle



Car Match
Puzzle

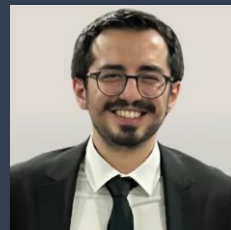
Leadership



Bekir Batuhan Çelebi
CEO



Mustafa Firtına
Co-Founder



Mehmet Çalım
Co-Founder



23 employees (in EMEA)

▲ 109% YoY

Profile

Joker Games was founded by Ozberk Ozdemir and Ersin Demir. Based in Istanbul, the company has been creating mobile games since 2017. One of their popular titles, *Batak Club*, features a traditional card game popular in Turkey, which has gained significant popularity in the country. Their second title, *Slot Club*, is aimed at an international audience. It is a slot game incorporating various other chance game elements.

Games



Batak Club
Card



Slot Club
Social Casino



101 Okey Club
Puzzle

Leadership



Ozberk Ozdemir
Co-Founder & CEO



Ersin Demir
Co-Founder & CTO



76 employees (in
EMEA)

▲ 85% YoY

Profile

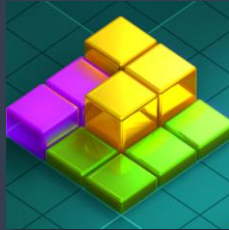
Based in Ukraine, Burny Games specializes in making mobile puzzle games. Their hit games including *Colorwood Sort Puzzle Game*, which is a colour sorting puzzle game, and *Playdoku*, a block puzzle game with sudoku elements.

Burny Games was founded by CEO Anatolii Henis in 2022, and grown significantly despite operating in the middle of the war in Ukraine.

Games



Colorwood Sort
Puzzle

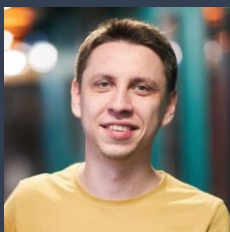


Playdoku: Block
Puzzle

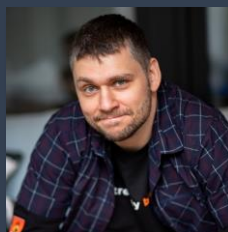


Super Cooker
Cooking

Leadership



Anatolii Henis
CEO & Founder



Denys Didkovskiy
CPO



Igor Palchyk
COO

Lessmore.

30 employees (in
EMEA)

▲ 76% YoY

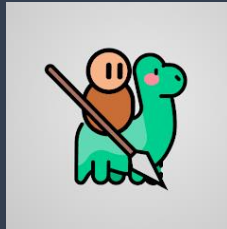
Profile

German studio Lessmore was founded in 2021 by Samer Al Dafai, Jeremy Ries, and Joshua Hemmerich. Lessmore creates hypercasual titles, including *Eatventure* and *We Are Warriors*, both of which have hit 10m downloads. *Eatventure* is a low-poly restaurant simulation game where players progress from managing a small lemonade stand to running a fine-dining restaurant. In 2025, Lessmore was acquired by Tencent-owned Miniclip.

Games



Eatventure
Simulation



We Are Warriors
Strategy

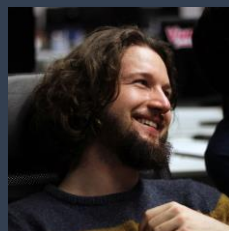


Pocket Chess
Puzzle

Leadership



Samer Al Dafai
Co-Founder



Jeremy Ries
Co-Founder



Joshua Hemmerich
Co-Founder



hypermonk
games

24 employees (in
EMEA)

▲ 50% YoY

Profile

Hypermonk Games is an Ankara-based mobile game studio founded by Can Özkaner, Erdoğan Can Meral, and Hüseyinhan Karaca. They are known for car-themed games such as the drift game *Drift 2 Drag* and the racing game *Dyno 2 Race*.

Founded in 2021, their mobile game portfolio reached over 80m times downloads worldwide in 2025.

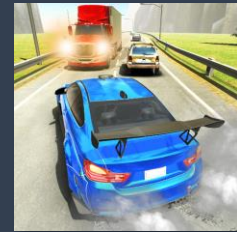
Games



Drift 2 Drag
Racing



Dyno 2 Race
Racing



Highway Overtake
Racing

Leadership



Can Özkaner
Co-Founder



Erdoğan Can Meral
Co-Founder



Hüseyinhan Karaca
Co-Founder



58 employees (in
EMEA)

▲ 49% YoY

Profile

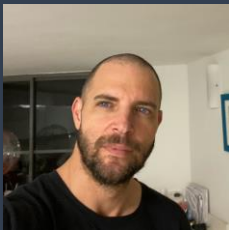
Fun Crafters was founded by ex-Plarium executives in 2023. They are working to create high-quality midcore RPG titles on mobile platforms.

CEO Aviram Steinhart is the former CEO of Plarium, and CPO Haim Turpiashvili is a former co-founder and CPO of Plarium.

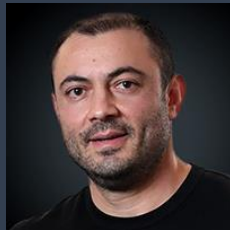
Games

No released games.

Leadership



Aviram Steinhart
Co-Founder & CEO



Haim Turpiashvili
Co-Founder & CPO



Marek Wylon
*Co-Founder
& COO*



37 employees (in
EMEA)

▲ 48% YoY

Profile

Cypher Games is a Turkish mobile game studio founded in 2022. They are currently working on their first game in the match-3 genre.

In 2024, the company raised a \$10m investment led by The Raine Group, with participation from Play Ventures, 500 Global, and others.

Games

No released games.

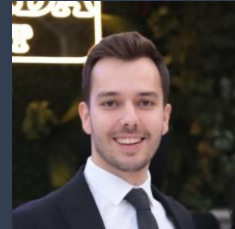
Leadership



Anil Simsek
Co-Founder & CEO



Batuhan Şakarcan
Co-Founder & COO



Burak Taban
Co-Founder
& CTO



161 employees (in
EMEA)

▲ 41% YoY

Profile

Headquartered in Berlin, DECA specializes in acquiring the rights to older games and then improving their performance. Due to this business model, the company has a heavy focus on live game operations. DECA was founded in 2016 by Ken Go, a veteran of the industry who had previously worked with Kabam and EA. In 2020, DECA was acquired by Embracer Group. In 2024, Embracer announced it would be including DECA as part of its new “Coffee Stain” group of companies.

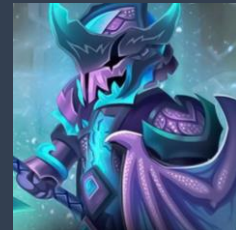
Games



Realm of the Mad God
RPG



DragonVale
Simulation



Knights & Dragons
RPG

Leadership



Ken Go
CEO, Founder



Puiu Fatulescu
VP of Product



Stephen Lee
VP of Partnerships



129 employees (in
EMEA)

▲ 34% YoY

Profile

Good Job Games was founded in 2017 by İlker Ilıcalı and has launched over 30 mobile games. In 2022, the studio sold its hit title *Zen Match* to Moon Active for an estimated \$100m, and in 2023, it sold its hyper-casual portfolio to AI Games FZ, a subsidiary of Azur Games. In 2025, it secured a \$15m investment from Menlo Ventures. They recently released two puzzle games, *Match Villains* and *Wonder Blast*.

Games

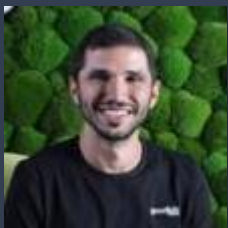


Match Villains
Puzzle



Wonder Blast
Puzzle

Leadership



İlker Ilıcalı
CEO & Co-Founder



Nazim Akmandil
Co-Founder



366 employees (in
EMEA)

▲ 33% YoY

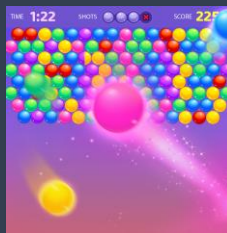
Profile

PAPAYA is an Israeli mobile games company founded in 2019. Their games– *Papaya Solitaire*, *Papaya Bubble*, and *Papaya Bingo* – are based on classic single-player games, transforming them into multi-player experiences by matching players to compete against others of a similar level. They also offer cash tournaments where players can win real money by competing against others.

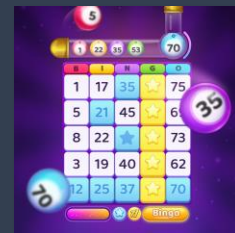
Games



Papaya Solitaire
Card



Papaya Bubble
Shooter

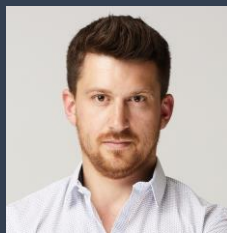


Papaya Bingo
Bingo

Leadership



Oriel Bachar
CEO & Co-Founder



Andrey Birman
CTO & Co-Founder



Yonatan Zvik
*VP New Games
& Co-Founder*



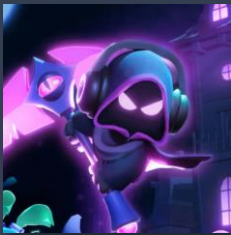
75 employees (in
EMEA)

▲ 32% YoY

Profile

Riyadh-headquartered Sandsoft has grown quickly to become one of the fastest growing early-stage mobile games companies in EMEA. About half of its workforce is based in Spain, but it also has studios in Shanghai and Helsinki. With staff representing 30 different nationalities, the company is expanding internationally. In addition to its existing portfolio, Sandsoft signed three games from developers in Latvia, Canada, and Brazil in 2025.

Games



Pocket Necromancer
RPG



DC Heroes and Villains:
Match Three
Puzzle

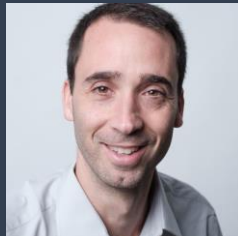


Wizario
Action

Leadership



David Fernandez
CEO



Pasqual Batalla
COO



Alex Besenval
Head of Studio



156 employees (in
EMEA)

▲ 30% YoY

Profile

ZuukS Games was founded in 2014. Based in Istanbul, it specializes in car simulation mobile games such as *Bus Simulator* or *Truck Simulator*, offering a highly realistic driving experience in very realistic routes. Their games have been downloaded more than 850m times worldwide.

The co-founders, Musa Kara and Gizem Genc, also founded another mobile game studio called Suup Games in 2022.

Games



Bus Simulator
Simulation



Truck Simulator
Simulation



City Driving
Simulation

Leadership



Musa Kara
CEO & Co-Founder



Gizem Genc
*Executive Chair &
Co-Founder*



175 employees (in EMEA)

▲ 25% YoY

Profile

Peak is a mobile gaming company best known for its hit titles *Toon Blast* and *Toy Blast*. The Istanbul-based company was founded by Sidar Sahin in 2010. In 2020, Zynga acquired the company for \$1.8bn, marking the largest acquisition of a start-up in Turkey at the time. This deal also made Peak the country's first unicorn company. In 2023, they released the puzzle game *Match Factory!*, which generated roughly \$22.5m in gross revenue within its first six months.

Games



Toon Blast
Puzzle



Toy Blast
Puzzle

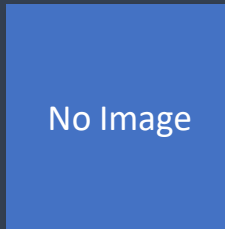


Batch Factory
Puzzle

Leadership



Omer Inonu
CEO



Ramis Budak
COO & CFO



54 employees (in
EMEA)

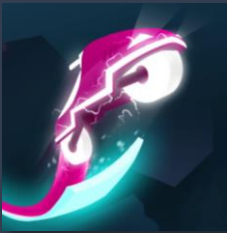
▲ 23% YoY

Profile

Ketchapp is a Paris-based hypercasual mobile games company founded by brothers Antoine and Michel Morcos in 2014. The company has published more than 200 games on the App Store, accumulating more than 2bn downloads. Some of its notable titles include the arcade-style bike racing game *Rider* and the knife-throwing game *Knife Hit*.

In 2016, Ubisoft acquired Ketchapp for an undisclosed amount.

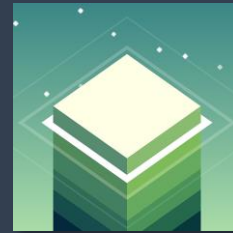
Games



Rider
Racing



Knife Hit
Shooting

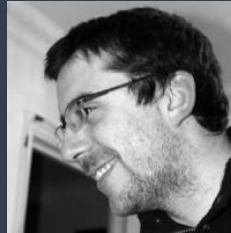


Stack
Action

Leadership



Fabien Hersen
COO



Jerome Giacomini
Technical Director



82 employees (in EMEA)

▲ 21% YoY

Profile

Spyke Games is a mobile gaming company based in Istanbul, specializing in casual free-to-play games. Founded in 2020, the company raised \$55m in a seed funding round in 2022, which was the largest seed round for a Turkish startup at the time.

In 2024, it secured an additional investment of approximately \$50m from Moon Active, bringing its total funding to over \$100m.

Games



Tile Busters
Puzzle



Blitz Busters
Puzzle

Leadership



Rina Onur Sirinoglu
CEO & Co-Founder



Mithat Madra
CMO & Co-Founder



Barkin Basaran
CPO & Co-Founder



103 employees (in
EMEA)

▲ 23% YoY

Profile

Madbox is a Paris-based mobile games company founded by Maxime Demeure, Jonathan Hattab, Emily Keohane, and Jean-Nicolas Vernin in 2018. Hit games from Madbox include *Stickman Hook*, *Pocket Champs* and *Sausage Flip*.

Stickman Hook has surpassed 100m downloads globally. The company is backed by VC firm Alven. The company aims to increase its workforce by 15% in 2025.

Games



Stickman Hook
Puzzle



Pocket Champs
Idle



Sausage Flip
Puzzle

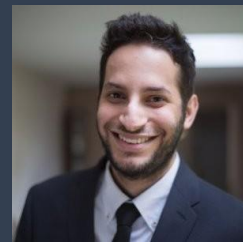
Leadership



Maxime Demeure
*Co-Founder
& CEO*



Jean-Nicolas Vernin
*Co-Founder
& President*



Jonathan Hattab
*Co-Founder
& CTO*



294 employees (in
EMEA)

▲ 19% YoY

Profile

Nordeus is headquartered in Belgrade, Serbia. The company was founded in 2010 by Branko Milutinovic (CEO), Ivan Stojisavljevic (Chief Visual and Technical Officer) and Milan Jovovic. Nordeus is perhaps best known for its popular *Top Eleven* football management game.

In 2021 it was announced that Take Two Interactive had acquired Nordeus for up to \$378m.

Games



Top Eleven
Sports



Golf Rival
Sports

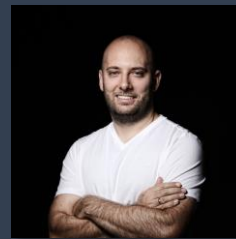
Leadership



Branko Milutinovic
CEO & Co-Founder



Ivan Stojisavljevic
CVTO & Co-Founder



Tomislav Mihajlovic
COO



157 employees (in
EMEA)

▲ 18% YoY

Profile

The co-founders of SayGames are Yegor Vaikhanski and Andrei Sokal. Vaikhanski is also the CEO of the company. SayGames is based in Cyprus and had success with games like *My Perfect Hotel* and *My Little Universe*.

Like many hypercasual mobile game developers, SayGames is increasingly pivoting to deeper hybridcasual games with a greater focus on IAP based monetization.

Games



My Perfect Hotel
Simulation



Vehicle Masters
Simulation



Race Master 3D
Racing

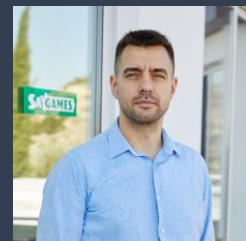
Leadership



Yegor Vaikhanski
CEO



Dennis Vaihanski
COO



Anton Volnykh
Chief Publishing
Officer



141 employees (in
EMEA)

▲ 17% YoY

Profile

Kolibri Games is a German mobile game developer best known for its smash hit *Idle Miner Tycoon*, which has surpassed 250m downloads. The company was founded by Daniel Stammmer, Janosch Kühn, Oliver Löffler, Sebastian Karasek and Tim Reiter in 2016, as Fluffy Fairy Games. Ubisoft acquired the company in 2020. Following the success of *Idle Miner Tycoon*, Kolibri Games continues to develop idle games with new themes and art styles.

Games



Idle Miner Tycoon
Idle



Idle Bank Tycoon:
Money Empire
Idle



Idle Firefighter Tycoon
Idle

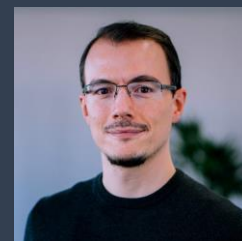
Leadership



Guillaume Verlinden
CEO



Albert Custodio
VP Product & Analytics



Jonas Hartmann
VP Engineering



75 employees (in
EMEA)

▲ 17% YoY

Profile

London-based Trailmix was founded by King veterans Carolin Krenzer (CEO) and Tristan Clark. The company has so far launched one game, *Love and Pies*, a puzzle game which has proved a strong hit for the business.

In 2022, mobile gaming giant Supercell announced that it had acquired a majority stake in Trailmix and had ambitious growth plans for the company.

Games



Love and Pies
Puzzle

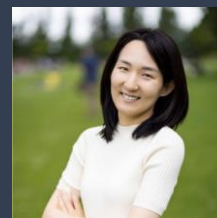
Leadership



Carolin Krenzer
CEO & co-founder



James Nicholas
COO



Yoojin Jung
CMFO



27 employees (in
EMEA)

▲ 17% YoY

Profile

StarBerry Games is a mobile game company based in Berlin. Founded in 2017 by ex-Wooga executives Antti Hattara and Samir Hadi, the company self-published its big hit *Merge Mayor*, a casual merge-2 game, in 2021. The company is also known for *Idle Coffee Corp*.

StarBerry Games is backed by investors like byFounders and Play Ventures.

Games

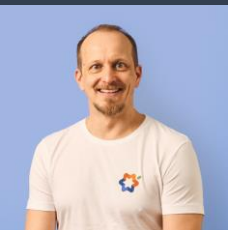


Merge Mayor
Puzzle

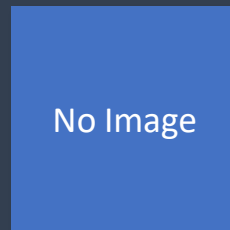


Idle Coffee Corp
Idle

Leadership



Antti Hattara
CEO & Co-Founder



Samir Hadi
COO & Co-Founder



220 employees (in
EMEA)

▲ 15% YoY

Profile

Based in Vilnius, Glera Games is a mobile game developer founded in 2010. The company has been creating casual games, including *Riddle Road*, a 1920s-themed puzzle and riddle game, and *Mahjong Treasure Quest*, a mahjong games with brain-teasing quests and town-building features.

Roughly a quarter of the employees are based in Belarus, but the majority are scattered throughout Eastern Europe.

Games



Riddle Road
Card



Mahjong Treasure
Quest
Puzzle



Road Trip: Puzzle
Island
Puzzle

Leadership



Gleb Askerko
CEO & Co-Founder



Roman Andrejchikov
MD & Co-Founder



Sergey Brui
*Strategy Advisor
& Co-Founder*



45 employees (in
EMEA)

▲ 13% YoY

Profile

Bigger Games is an Istanbul-based mobile gaming company known for casual puzzle games. Founded in 2019 by three former Peak Games employees who had worked together on *Toy Blast* and *Toon Blast*, the company raised \$6m in seed funding led by Index Ventures in 2020.

The studio is perhaps best known for *Mergedom: Home Design & Merge*, which was acquired by Original Games in 2023.

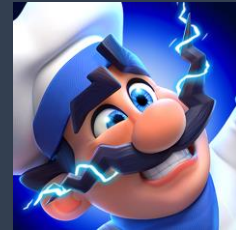
Games



Hoop Stack
Puzzle



Design Friends
Puzzle

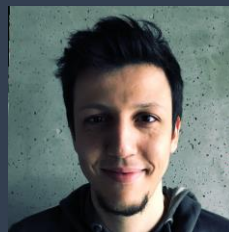


Kitchen Masters
Puzzle

Leadership



Hakan Ulvan
CEO & Founder



Erkan Gürel
Co-Founder



115 employees (in
EMEA)

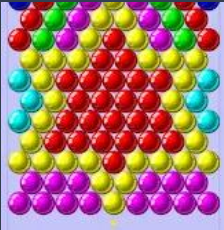
▲ 13% YoY

Profile

Ilyon is a mobile gaming company founded in 2013. Based in Israel, the studio is probably best known for hypercasual games like the classic arcade game *Bubble Shooter*, whose IP it acquired from the online game company Absolutist in 2015, and the match-3 game *Cookie Rush*.

In 2020, the company was acquired by Miniclip for \$100m.

Games



Bubble Shooter
Puzzle



Cookie Rush
Puzzle



Triple Match
Puzzle

Leadership



Yonatan Erez
CEO



Alon Levy
CTO & Co-Founder



Lior Naidorf
COO



51 employees (in
EMEA)

▲ 11% YoY

Profile

Sunday is a mobile games developer and publisher that is part of Applike Group – a group of complementary mobile businesses backed by German media giant Bertelsmann.

Sunday has seen some notable success with its existing games, with *Cat Escape* being its most popular game to date with over 170m downloads. The company is headquartered in Hamburg, Germany.

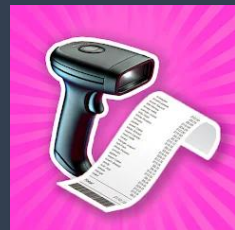
Games



Cat Escape
Puzzle



Spinner Merge
Puzzle



Hypermarket 3D
Simulation

Leadership



Christoph
Sachsenhausen
Co-MD



Timm Geyer
Co-MD



Christian Balazs
Director of
Games



220 employees (in
EMEA)

▲ 15% YoY

Profile

Based in Vilnius, Glera Games is a mobile game developer founded in 2010. The company has been creating casual games, including *Riddle Road*, a 1920s-themed puzzle and riddle game, and *Mahjong Treasure Quest*, a mahjong games with brain-teasing quests and town-building features.

Roughly a quarter of the employees are based in Belarus, but the majority are scattered throughout Eastern Europe.

Games



Riddle Road
Card



Mahjong Treasure
Quest
Puzzle



Road Trip: Puzzle
Island
Puzzle

Leadership



Gleb Askerko
CEO & Co-Founder



Roman Andrejchikov
MD & Co-Founder



Sergey Brui
*Strategy Advisor
& Co-Founder*



45 employees (in
EMEA)

▲ 13% YoY

Profile

Bigger Games is an Istanbul-based mobile gaming company known for casual puzzle games. Founded in 2019 by three former Peak Games employees who had worked together on *Toy Blast* and *Toon Blast*, the company raised \$6m in seed funding led by Index Ventures in 2020.

The studio is perhaps best known for *Mergedom: Home Design & Merge*, which was acquired by Original Games in 2023.

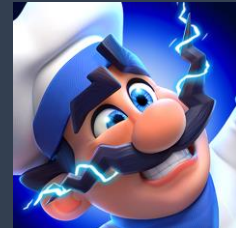
Games



Hoop Stack
Puzzle



Design Friends
Puzzle



Kitchen Masters
Puzzle

Leadership



Hakan Ulvan
CEO & Founder



Erkan Gürel
Co-Founder



Expert executive search for games companies