



VIYU HELPS GEARBOX BUILD GAMES FASTER

OVERVIEW

Gearbox develops video games for best-selling brands like Brothers in Arms, Borderlands, Duke Nukem and Homeworld. Video game design requires intense computing resources, and as Gearbox continued to grow, the company needed more compute power. Expanding its on-premise system would require significant investment, effort and time—not to mention the construction of physical space. Gearbox reached out to Viyu to outsource its system expansion offsite with vArida.

"We build very large games for multiple platforms, so having no limits and free egress on data was really important to us. We were never charged extra fees for data in or out, so we feel we are free to rebuild a game as many times as we need to, without having to ask, 'Is it in budget?'"

SARAH MOORE

Senior DevOps Engineer, Gearbox

CHALLENGE

Gearbox builds very large games for multiple platforms, and its current system needed an upgrade. The company's overall project goal was to gain additional compute for its build infrastructure. A secondary goal was to adjust the build process to include game building outside of Gearbox's internal environment. Finally, Gearbox wanted to gain the ability to build its games quickly, and transfer files fast.

Before working with Viyu, the company was faced with data limits by their vendors, and charged extra fees if data transfer exceeded limits. As a result, engineers often had to prioritize certain projects over others, or stagger timelines in order to meet milestones.





"Viyu's response times for inquiries and support requests is very fast. We interact with other vendors who have turnaround times that take hours, days, or longer. With Viyu, we almost always get an immediate response every time we reach out, even if it's not a critical priority. That is appreciated."

MICHAEL MUSICK
Project Manager, Gearbox

SOLUTION

Viyu provided a customized, private networking and cloud computing solution for Gearbox using vArida, Viyu's proprietary hosted cloud service. The scope of work box included eight build servers, each with considerable compute and RAM capabilities, along with a filer for shared network storage, and a perforce edge server. Viyu also set up a virtual private network (VPN) for Gearbox, providing the ability to quickly and securely transfer files between its site and its data center. Viyu's solution dramatically expanded build compute and file transfer time for Gearbox.



**Proof of
Concept (POC)**



vArida Cloud



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OUTCOME

Gearbox realized faster speeds right away. Early in the project, Gearbox requested a Proof of Concept, to determine whether or not Viyu was the right fit. Viyu provisioned a server and allowed Gearbox to run a series of standardized tests on it. Gearbox also ran tests on their own, on-premise build servers, and compared the results. Even at the test phase, vArida's servers were 30 minutes faster. At first, Gearbox's development team thought their test methodology was broken. They ran the tests again, verifying that the performance gains were accurate.

Beyond accelerating build time, Viyu also helped Gearbox speed up its data transfer time, providing unlimited egress. Now, Gearbox engineers are able to rebuild games as often as needed, without worrying about sudden spikes or fees. This allows the Gearbox team to focus on quality rather than cost.

Another benefit was customer service. Viyu provided comprehensive project management from start to finish, allowing the Gearbox team to focus their time on their core business, instead of on network development. Viyu also provided customer support, with quick response times for inquiries and service requests.



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