

GAMESCOM 2026

Studios from
Calgary, Canada



SAM MACMILLAN

CALGARY EXPO PARADE OF WONDERS, 2025



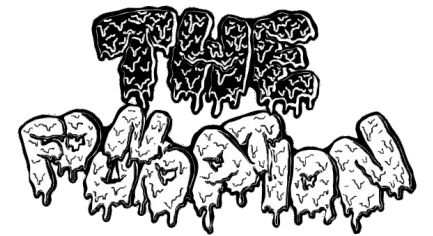
**Calgary Economic
Development**
BLUE SKY CITY

Alberta 
Canada 

DELEGATION DIRECTORY

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A person is working at a computer in a dimly lit room. The person is sitting at a desk with multiple monitors. One monitor shows a video editing interface. The person is pointing at the screen. The room is filled with other computer workstations in the background. The overall atmosphere is professional and focused.

CREATIVE INDUSTRIES

DIGITAL MEDIA & ENTERTAINMENT

Exponential demand for creative content across streaming platforms has launched massive growth in the delivery and consumption of digital entertainment. Calgary has the **competitive advantage** for a thriving creative industry ecosystem that includes **film and television, digital media, interactive technologies, gaming, e-sports and animation and visual effects sectors.**



DIGITAL MEDIA & ENTERTAINMENT



WHY CALGARY WINS IN DIGITAL MEDIA



ESPORTS ARENA

Calgary has the ability to host and facilitate top-tier events, as seen in the recent opening of Bow Valley College's Digital Entertainment Nexus, a \$5.5M esports arena and production studio.



TALENT

Calgary is building the right talent for the digital entertainment industries, through various microcredential and professional programs facilitated by institutions like CED, BVC, SAIT, AUArts, and U of C



CALGARY GAME DEVELOPER'S ASSOCIATION

A longstanding community geared towards supporting indie developer's & developing talent for AA & AAA potential, the association supports over 1200 local creatives.



AVAILABLE FUNDING

The Post-Production, VFX & Animation Grant offers indie studios access to funding IP projects, with the Film and TV Tax Credit offering competitive support of up to 32% for productions operating over the \$500K budget.



COLLABORATIVE POST-SECONDARIES

A vibrant and diverse post-secondary network that is ready to work with industry to build talent for the future.



VIRTUAL PRODUCTION

Calgary has built progressive infrastructure, including new virtual stages and motion capture studios to support every level of production in for your game.

KEY SUBSECTORS

ESPORTS

A competitive esports hub with growing infrastructure and training facilities that support both players and teams, contributing to the sector's regional and national growth.

GAME DEVELOPMENT

Driven by a vibrant indie community and increasing recognition for locally developed games that attract attention from global markets.

ANIMATION

A notable center for animation, with longstanding institutions that foster local talent and host prominent events, enhancing its global reputation as a leader in indie animation.

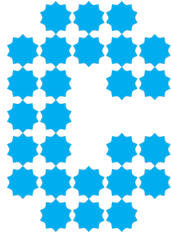
VFX (VISUAL EFFECTS)

A robust and longstanding live action Film & TV sector has allowed Calgary's VFX community to continually expand, supporting the City's efforts in being a one-stop-shop for production

IMMERSIVE EXPERIENCES

With companies like TracksVR, ELIXR Simulations & Xrev pushing the boundaries of virtual reality to create innovative entertainment options, and simulation environments for work & play

MISSION ORGANIZER



**Calgary Economic
Development**
BLUE SKY CITY

We want to make Calgary the city of choice for big thinkers and entrepreneurs. To do that, we tell Calgary's story to the world and shine a light on the strategic initiatives that fuel economic growth and contribute to the city's resilience and diversity.

Where the future comes to play

Exploding demand for creative content has sparked business opportunities. Calgary is taking advantage by fueling innovation in digital media, interactive technology, gaming, esports, and animation and visual effects.

To learn more about opportunities in Calgary's digital media and creative sectors, our team can help.

CONNECT

[Calgary Economic Development](#)

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MISSION ORGANIZER

CALGARY GAMES KILN

Calgary Games Kiln prepares local game creators to bring their products to market

Calgary Economic Development launched the Calgary Games Kiln (The Kiln), a proof-of-concept incubation program designed to accelerate the growth of early-stage video game studios. The program is focused on developing companies and IP in the gaming industry. The Kiln is tailored to Calgary's unique game development ecosystem, offering a two-phase structure that guides teams from ideation to commercially viable IP.

The program includes mentorship, networking events, and plenary sessions featuring industry expert speakers. With a curated selection process for participating teams, the Kiln aims to lay the foundation for future cohorts and a scalable model for game incubation in Calgary.

CONNECT

[Calgary Games Kiln](#)

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CALGARY GAMES KILN

MEET THE CALGARY GAMES **KILN** STUDIOS

Braveshell Studios

Storm Sphere

Fortress Games

Zero State Agent

Grizzly Moose Games

Bio Rogue

Nice Axe Games

Kali and Ko

Spacehabs

Spacehabs Simulator



CALGARY STUDIOS **AT GAMESCOM 2026**





Fortress Games is an independent video game development company based out of Calgary, Alberta, Canada. Fortress Games is developing its first title, ***Zero State Agent***.

CONNECT

[Fortress Games](#)

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KEY TITLES

Zero State Agent

CORE CAPABILITIES

Game development

PARTNERSHIP GOALS

Seeking investment and publishing partners to support production of Zero State Agent.





At **Grizzly Moose Games**, we are dedicated to crafting imaginative combat-focused video game experiences that serve hardcore fans of popular game genres with innovative new takes on proven mechanics, systems, and game loops. Our dedication to innovative game design is backed up by a robust playtester-first approach. We emphasize community-facing social media videos that show off early development and game design topics and funnel interested audience members into closed playtest pipelines. Our game-design rigor extends to our narrative design, as we work tirelessly to create immersive game experiences that transport players to new worlds and challenge their perceptions of what is possible. Our games are designed with a fun-first development approach, ensuring total attention to the player experience in every aspect of our projects.

CONNECT

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KEY TITLES

BioRogue

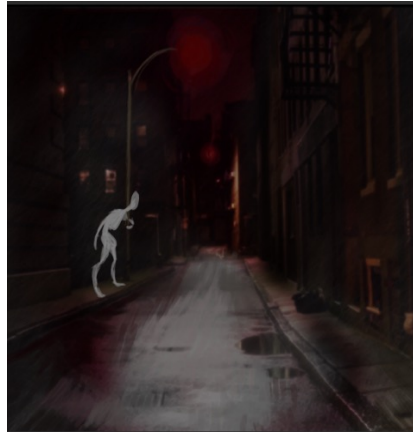
CORE CAPABILITIES

We are a multidisciplinary development team, covering many technical and creative roles. With that said, our specialty is in imaginative game design; realizing innovative game mechanics, elegantly marrying disparate systems, and creating fun, novel gameplay experiences for players within proven genres. Our current internal project, BioRogue, explores the Twin-Stick Shooter and Action Roguelite genres, featuring brand new mechanics and systems like swim-based movement techniques and a novel run navigation system.

PARTNERSHIP GOALS

We're looking for interested partners to fund and collaborate on the development, brand image and awareness, localization, and porting of our Narrative-driven, Lovecraftian Action Roguelite game BioRogue where FISH are GUNS, for international audiences. An ideal partner would recognize the tremendous potential of BioRogue as an IP to resonate with international audiences and expand to other forms of entertainment media. We are also open to collaborating with other developers and/or IP holders seeking to inject more originality into their game projects.

CALGARY GAMES STUDIO



Oni Prism Studios is a Calgary-based indie game studio built by a collective of experienced developers, currently working on our debut PC title for release on Steam and itch.io. The majority of our team are artists with professional game-industry backgrounds, giving the studio a strong visual identity and a production-minded approach to everything we make. Our founder brings 17+ years of experience across illustration, concept art, and 3D, with credits at studios including Gasolina and Double Rex, anchoring the team's craft and direction. While new as a studio, we operate on a dual model. Alongside developing our own art-driven game, we offer specialized design services to other teams and publishers - concept art, character design, environment and background design, and narrative design that brings lore, emotion, and history to a project. Our focus stays specifically within this design lane, distinct from music, animation, rigging, or technical/shader art. Though early in our journey as a company, we pair seasoned individual experience with a shared creative vision - building a respectable debut title, supporting the people behind it, and forming genuine partnerships across the industry.

CONNECT

[Oni Prism Studios](https://oniprismstudios.com)

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KEY TITLES

MAKE-IT HOME

CORE CAPABILITIES

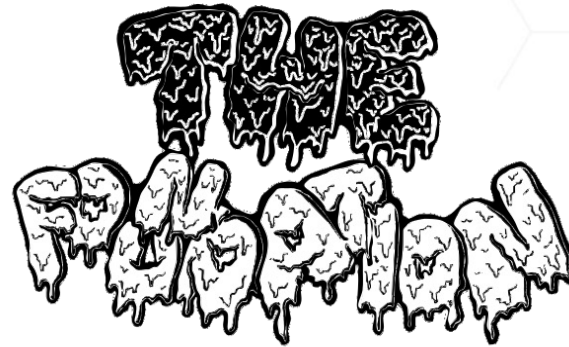
Oni Prism Studios specializes in art and narrative design for games. Our services include concept art, character design, environment and background design, and narrative design - crafting lore, emotion, and history that make worlds feel believable. We work with studios and publishers as an outsourcing partner, extending in-house teams with focused, high-quality design support. Our scope is deliberately specialized: design work only. We bring both craft and production discipline to every collaboration.

PARTNERSHIP GOALS

We're seeking funding partners — publishers, investors, or non-dilutive financing — to develop our debut title to a high standard, support proper marketing, and sustain the people behind the project. Alongside this, we're building relationships with studios and publishers who could benefit from our specialized design services, offered on an outsourcing basis. We're equally focused on genuine industry connections: fellow developers, potential collaborators, and peers we can learn from and grow alongside. Whether it's funding, offering our design expertise, or expanding our network, we're looking for relationships that benefit both sides and open doors for future work.

STUDIOS AT HOME

NEOJAC
ENTERTAINMENT



CALGARY GAMES STUDIO

NEOJAC ENTERTAINMENT



Neojac Entertainment Inc. is an independent game development studio based in Calgary, Alberta, Canada, founded in 2007. We specialize in creating immersive survival experiences that blend exploration, crafting, progression, and multiplayer gameplay. Over the past decade, we have built a portfolio that includes Athos, Junk Survivor, and our upcoming Wild West survival title Frontier Legends. Our focus is on developing high-quality PC survival games using Unreal Engine while building long-term communities through continuous updates and player-driven development. Our experienced team combines technical expertise with creative world-building to deliver engaging gameplay systems, compelling environments, and scalable online experiences. With multiple commercially released titles and an expanding international audience, Neojac Entertainment continues to grow through strategic partnerships, government-supported innovation, and a commitment to delivering memorable survival adventures.

CONNECT
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KEY TITLES

Athos, Junk Survivor, Frontier Legends, Arcfall

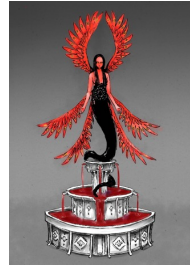
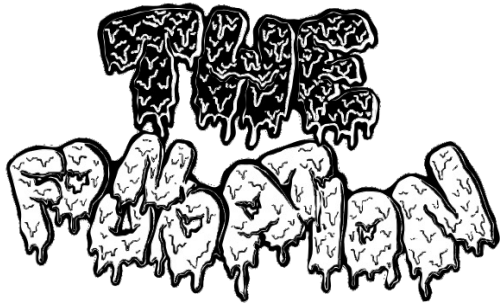
CORE CAPABILITIES

Neojac Entertainment specializes in Unreal Engine game development with expertise in survival gameplay systems, multiplayer networking, dedicated servers, world building, gameplay programming, UI/UX, AI, optimization, live operations, and post-launch content development. We provide full-cycle game development from concept through production, Early Access, live service support, and commercial release. Our team has extensive experience building crafting systems, progression mechanics, open worlds, online multiplayer infrastructure, and community-driven game development.

PARTNERSHIP GOALS

We are seeking publishing, distribution, platform, and strategic business partnerships to expand the global reach of our games. Our goals include co-publishing opportunities, regional distribution, marketing support, platform partnerships, localization, cloud gaming, console publishing, and long-term collaborations that help bring our survival titles to new audiences worldwide. We value partners who can contribute expertise, market access, and strategic growth opportunities while supporting sustainable, long-term success for our game portfolio.

CALGARY GAMES STUDIO



The Foundation Games is a Calgary-based independent studio incorporated in 2025, building character-action games with a distinctive creative identity. Our debut title, Sin & Sorrow (shown publicly as Project Visceral), is a third-person character-action game built in Unreal Engine 5.5, following Veyrick, a grieving father who turns to forbidden blood magic to avenge the death of his unborn son.

The game pairs the mechanical depth of a combo-driven action game with the emotional weight of a cinematic, narrative-driven games, delivered through a stark black-and-white line-art aesthetic and a HUD-free design where information lives entirely in the world. Its core innovation, the Skill-Swap system, lets players absorb abilities from defeated enemies in real time, making kill order the central tactical decision.

Sin & Sorrow won Best Art Style at Game Con Canada 2026, with coverage from CGMagazine, which called it truly unlike anything else on the show floor. A structured playtest survey returned a 100% conversion signal, every player said they would play the full game. Our first organic social post passed 5,000 views in two hours and climbed to the #3 top post on r/IndieGaming, over 22,000 views in a day. The studio now advances toward production with a focused six-person core team.

CONNECT

[The Foundation Games](#)

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KEY TITLES

Sin & Sorrow

CORE CAPABILITIES

The Foundation Games develops original character-action titles built in Unreal Engine 5.5, with in-house capability across combat systems, technical animation, technical art and rendering, character modelling, and narrative design. Our team has built proprietary tooling for real-time ability systems, procedural animation blending, and reactive material shaders in service of a HUD-free, feedback-driven combat design. We specialize in stylized, mechanically deep action games with strong artistic identity, delivering an AAA feel on an indie budget. Our production pipeline is designed for reuse across projects, allowing the studio to build efficiently and maintain a consistent creative and technical standard.

PARTNERSHIP GOALS

At Gamescom, we are seeking publishers and finishing-fund partners aligned with character-action and adjacent genres. Sin & Sorrow is in active production with a vertical slice complete, award recognition, and validated player demand. We are raising a finishing fund to carry the game to launch, and we are open to revenue-share and back-end participation structures where the terms fit. We are looking for partners who understand stylized, mechanically deep action games and can support a strong market entry. We pursue a publisher because the terms are right, not out of necessity.

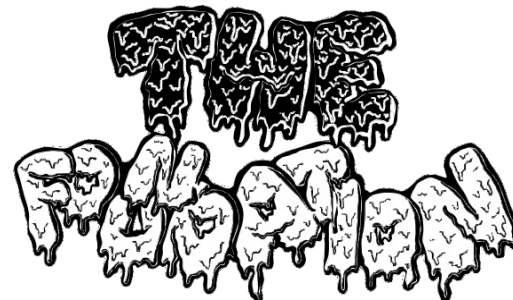


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ENTERTAINMENT





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