

LOAD TESTING FOR ONLINE GAMES

Cyrex, with over a decade of expertise in the online gaming industry, supports game studios, publishers, and developers globally in ensuring their games are scalable and perform seamlessly under stress.

The online gaming industry is driven by innovation, but with its rapid growth comes the challenge of maintaining optimal performance during peak loads. Poor load handling can result in server crashes, slow response times, and a poor user experience.

Cyrex's unique load testing services identify and address performance bottlenecks before they affect your player's experience, brand reputation, and revenue streams.

Universal Integration: Test Across Any Engine or Stack

Our load testing seamlessly integrates with any game engine or technology stack. We put both gameplay and back-end services to the test, regardless of your development choices.

Millions Strong: Simulate Massive Player Loads

Cyrex Swarm unleashes millions of virtual players, meticulously mimicking real user behaviour.

Unleash Performance with All-in-One Testing

Cyrex Swarm tackles all your performance needs – stress, spike, soak, and peak testing – in a single, powerful tool. Simplify your testing process and ensure peak performance for your game.

Empowering Industry Titans: Scaling the World's Greatest Online Games



"Cyrex' professionalism, flexibility, and expertise ensure our games are well-prepared for release."



"Cyrex' expertise and timely, high-quality deliverables ensured our game's scalability and earned our trust."



"Cyrex is a vital partner, enhancing the multiplayer scalability of our Apex engine. Their quality and flexibility benefit our live service games."

