ABOUT US

Name	Diarkis, Inc.
Directors	Nobuyori Takahashi Founder and CEO George Takao COO/CFO
Main Office	3-1-1, Ebisu Minami, Shibuya-ku, Tokyo
Office	10-14, Nihonbashitomizawacho, Chuoku,Tokyo
Website	https://diarkis.io/
Business	Development of large-scale network engine "Diarkis" and its cloud service.

Diarkis

"We Connect the Dots of the Digital World"

Diarkis is a group of specialists that come together to build our namesake middleware Diarkis and to share the love for technology with the world.

CASE STUDY

TEKKEN 8
Bandai Namco Entertainment Inc.

`PlayStation5` `Xbox Series X | S` `Steam`

Diarkis network middleware empowers TEKKEN 8(*)'s matchmaking and battles over network with Diarkis P2P (peer-to-peer and relay).

Diarkis Modules Used : P2P, MatchMaker, Room

Project SEKAI COLORFUL STAGE! feat. Hatsune Miku
SEGA / Colorful Palette Inc.

`App Store` `Google Play`

Diarkis network middleware empowers Project SEKAI's virtual live, PvP, and private rooms

Diarkis Modules Used : Room, MatchMaker, Group

OUR PRODUCT AND SERVICE

△ Diarkis

Diarkis is a network middleware that covers both client-side and server-side. The software allows the application to add critical online multiplayer functions for large-scale services.

KEY FEATURES

MatchMaker
Auto-scalable matchmaking system that allows flexible and fast matchmaking.

Field
Creates a digital space where all connected users may "see" and interact with each other without dividing the space by servers.

Room
Designed to handle very fast-pace network driven applications where users may create and join rooms to share with other users at will.

P2P
Provides robust peer-to-peer communication between users. The Diarkis server cluster acts as user discovery.

PRODUCT HIGHLIGHTS

Auto-scaling

High fault-tolarence

DIARKIS TEAM

Team of network engineering specialists

Provides technical support

ENTERPRISE CUSTOMERS   BANDAI NAMCO   Colorful Palette   ▷ COVER   CRIWARE   Dimps   JP GAMES   SUCCESS