INCREDIBUILD

Improbable

Improbable developers leveraged Incredibuild to accelerate their builds wherever they are

Industry

| Game Development

Process

| C++

Results

| Entire SDK Project Build reduced from 60 mins to 10 mins

I° IMPROBABLE

Founded in 2012 by Herman Narula and Rob Whitehead, Improbable is a British technology company that makes distributed simulation software for video games and corporate use. Funded by reputable investors such as SoftBank Vision Fund, Andreessen Horowitz, Horizons Ventures, and NetEase, Improbable brings the widest possible range of capabilities to bear on the most challenging problems that multiplayer developers face.

The company dedicated to building technology that enables powerful virtual worlds and simulations designed to help solve previously intractable problems. In gaming and entertainment, this allows the creation of richer, more immersive, and persistent virtual worlds.

The Challenge

Improbable has a team of more than 35 developers dedicated to building and refining SDKs and tutorial content to make it easier to use SpatialOS with familiar game development tools such as Unreal Engine. This is complex and technically demanding work, and as a result, Improbable developers encounter slow C++ build times from time to time (up to an hour for a full Unreal Engine SDK build).

In addition, the company's work culture encourages flexibility, a factor any acceleration solution had to take into account. "Our entire corporate infrastructure is on the cloud. We want our engineers to be able to work effectively even if they are in a different office, or working from home," says an engineer at Improbable.

How Incredibuild Crunched It

Since Incredibuild's parallel computing acceleration solution can be enjoyed on local machine networks, cloud, or hybrid environments, Improbable developers leveraged it to accelerate their builds regardless of where their machines are located physically.

"We are implementing Incredibuild on Google Cloud Engine so we can spin up agents as required using our VPNs and proxies. This allows people to use and take full advantage of Incredibuild, whether they are working from home, the office, or elsewhere. Incredibuild allows us to use the cloud and the local network, and to have the flexibility to match our number of agents to our needs. We can scale as we need, without compromising too much on performance."

On the continuous integration front, Improbable used Incredibuild to integrate with TeamCity to manage all their CI builds.

"We have More than 30 developers working in this area, so if Incredibuild increases our efficiency, the benefits are multiplied by the whole team"

"Incredibuild has reduced C++ compilation times down to manageable levels for our entire team, no matter where they are. By being more flexible and cutting down the time required to build our code, we can iterate faster and produce better software quicker."

Entire SDK Project Build

Without Incredibuild	With Incredibuild
60 min	10 min

incredibuild.com