Cloud Gaming

Game Server Deployment



Carolyn Huynh | Google Cloud Gaming



Lead UX Designer

Role

I was the first designer to launch the game server deployment UI within the Google Cloud Gaming space.

Because of my strong reputation for understanding policy, the Cloud Gaming team needed a designer to help translate their API to the UI for their beta release, and I happily lent a hand.

The Mission:

Real-time multiplayer games require dedicated game servers for optimal performance and security.

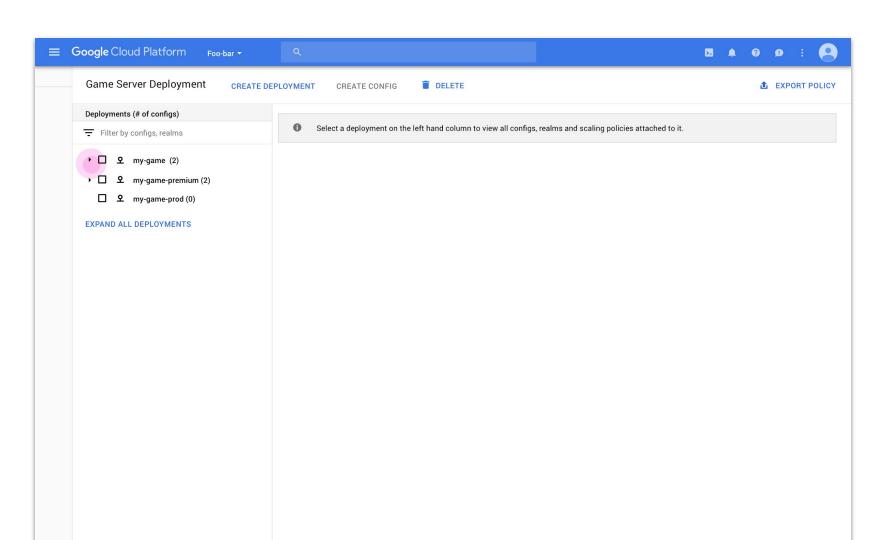


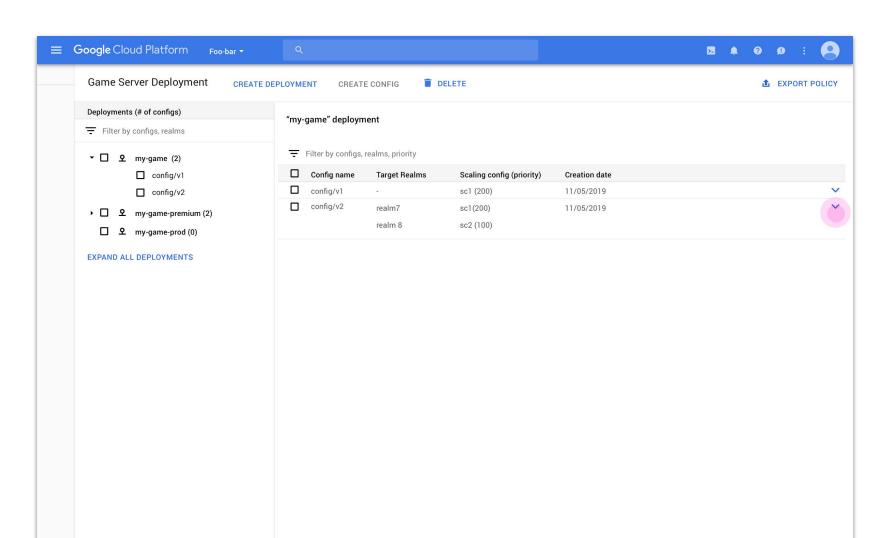
I need to deploy a new game server binary to a % of game servers.

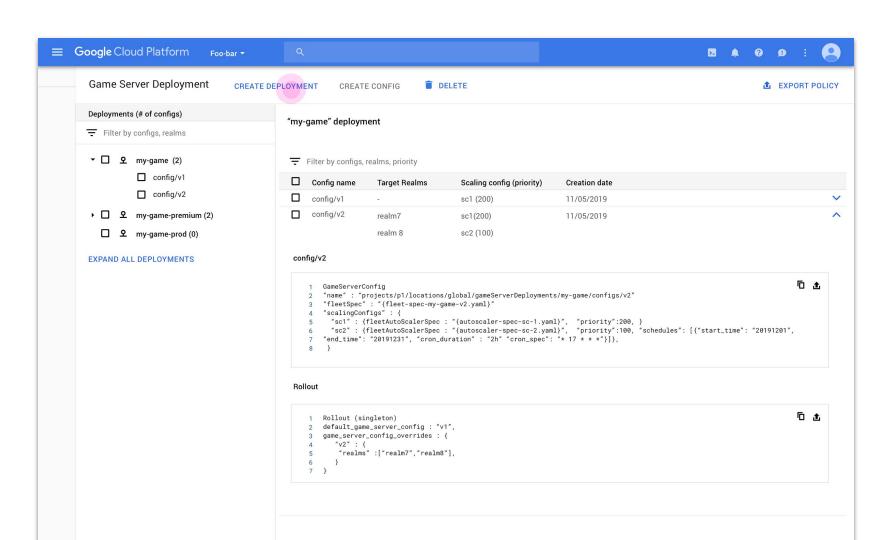
Mike

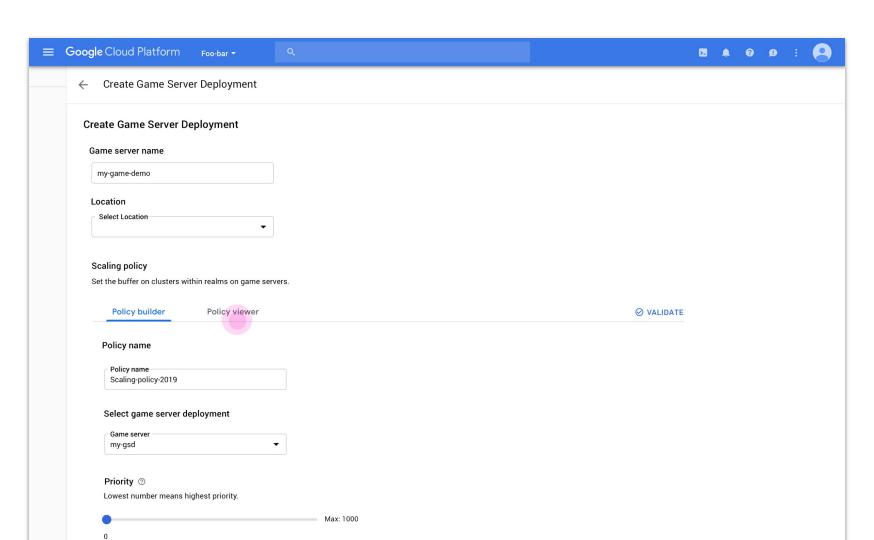
Game Infrastructure Lead at {Gaming Company X}

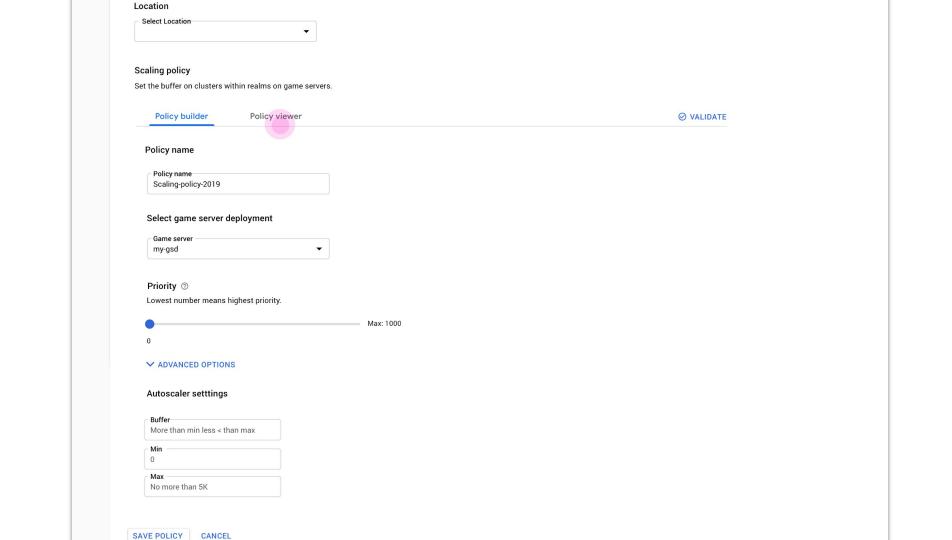
Let's walk through Cloud Game Server Deployment.

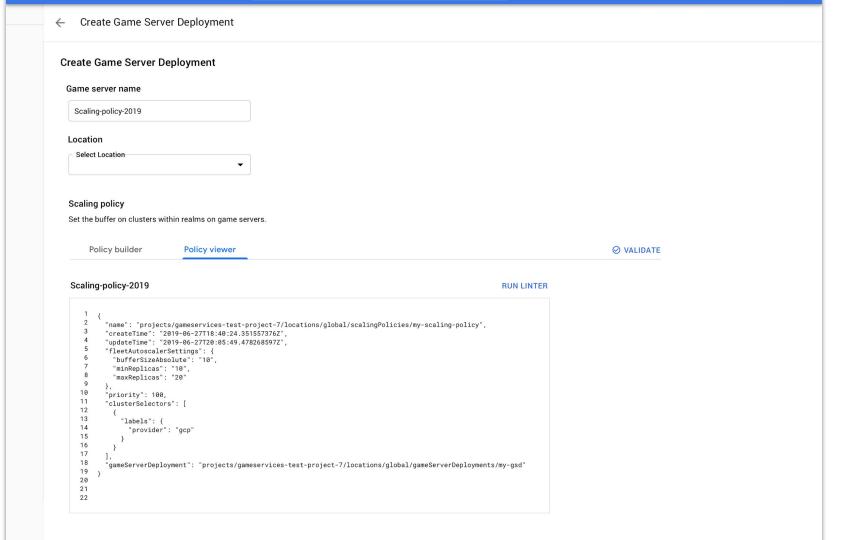












Thank You