

Development Team & Tools

Team size

According to a developer, there are about 70 people working on Pax Dei at the moment. 60 of them are developers (including QA, backend, infrastructure, design etc.). The other folks take care of publishing, customer support, analytics, team- and studio management. And there's the CEO!

More information can be found in the [FAQ about Mainframe Industry](#).

Development tools

Apart from Unreal Engine 5.1, some other tooling is used, including Blender, Maya and Modo.

Revision #7

Created 27 April 2023 14:59:38 by Erst

Updated 30 May 2023 16:54:48 by Erst