



Company Profile

Press contact: Patrik Nybladh - CEO - Patrik.Nybladh@gloot.com

Background: G-Loot was founded in 2015 in Stockholm, Sweden, by gaming enthusiasts who sought to democratize the competitive esports scene. Since then, the company has grown rapidly and now employs over 110 team members from around the world.

Mission: G-Loot's mission is to bring "esports to everyone" through skill-based challenges and tournaments, creating an extra layer of excitement for every gaming experience.

G-Loot Platform: G-Loot is an online gaming platform that lets users compete in esports challenges in the games they already own.

During gameplay, the G-Loot PC app runs in the background. It monitors game stats such as kills, wins, losses, and details such as accuracy and which weapon is used. When a player enters a G-Loot challenge, it is this data that determines the rankings and winners. G-Loot users never have to compete directly with each other, so everyone receives an equal playing field no matter the difference in skill levels. Players can choose to compete against others (either 1v1 or in an open micro-tournament) or test their own skills in solo challenges. G-Loot charges an entry fee for each monetized challenge and takes a percentage of the prize money.

GLL Platform: GLL organizes online and offline tournaments in some of the most popular esports titles such as Player Unknown's Battlegrounds, Valorant, and Auto Chess. The team has previously partnered with brands such as EA, Tencent, and PUBG Corporation.

Officers:

CEO - Patrick Nybladh
Chief Financial Officer - Jan Benjaminsen
VP & Head of Esports - Simon Sundén
Chief Growth Officer - Jamie Dunbar Smyth

Chief Product Officer - David Nordberg
Chief Commercial Officer - Frank Erikson
Chief Technology Officer - Gustav Nilsson
Chief HR Officer - Constanza Rodriguez

Employees: 112

Address:

Birger Jarlsgatan 37b,
111 45 Stockholm,
Sweden