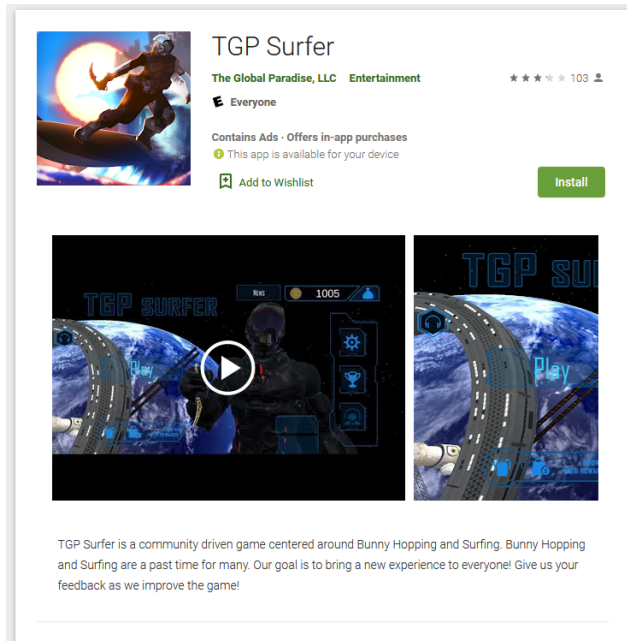


About Me:

Hello! I am Eric, a game producer from California. I have been making gaming communities and games for 10 years. I just released Beta V2 of my mobile game! I came up with the concept, got investors interested in our ideas, chose the best path for our company, hired and guided everyone to bring my vision to life.



After 3 1/2 years I have a foundation to build the rest of my game on!

Here is a video displaying 1 level and some unboxing. We are adding multiplayer, more levels, theme music, story, and more!
Here is a video:

 [TGP Surfer Beta V2 Gameplay](#)

My second gaming community is still alive today and had its 6th



year anniversary earlier this year! This group is for our servers within

Counter-Strike:Global Offensive (CS:GO).



Here is a picture of our 5th anniversary. The rooms behind the players are private voice chat rooms used to negotiate trades between our users.

We have many other minigames on this server. Including an ample amount of surfing, bhoping, climbing, 1v1 arenas, big arenas, and many easter eggs.

You can find many videos on youtube of people who play on our servers! During our most popular years we attracted over 1,000,000 million players per year for about 3 years!

We still get a decent amount of people on average about 300,000 players per year currently!

My website has virtual items, forums, information on our gaming servers, a link to my mobile game, all my social media, and physical products soon!



Twitter - 2,700 followers

Instagram - 4,500 followers

Steam - 7,300 Members

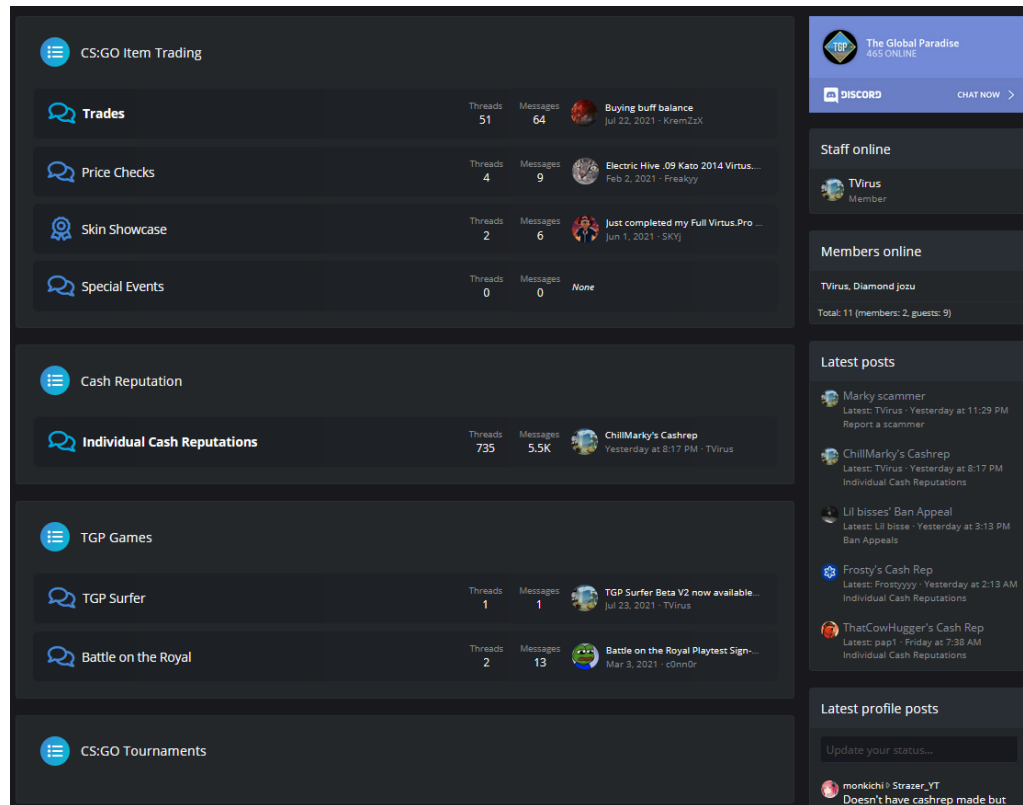
Discord - 2,000 Members

On my forums my users can trade, request price checks, show off their collectables, report scammers, appeal a ban, give us feedback, comment on our new games and more!

The most used section of my forums is a place for users to track their cash transactions on our website forums.

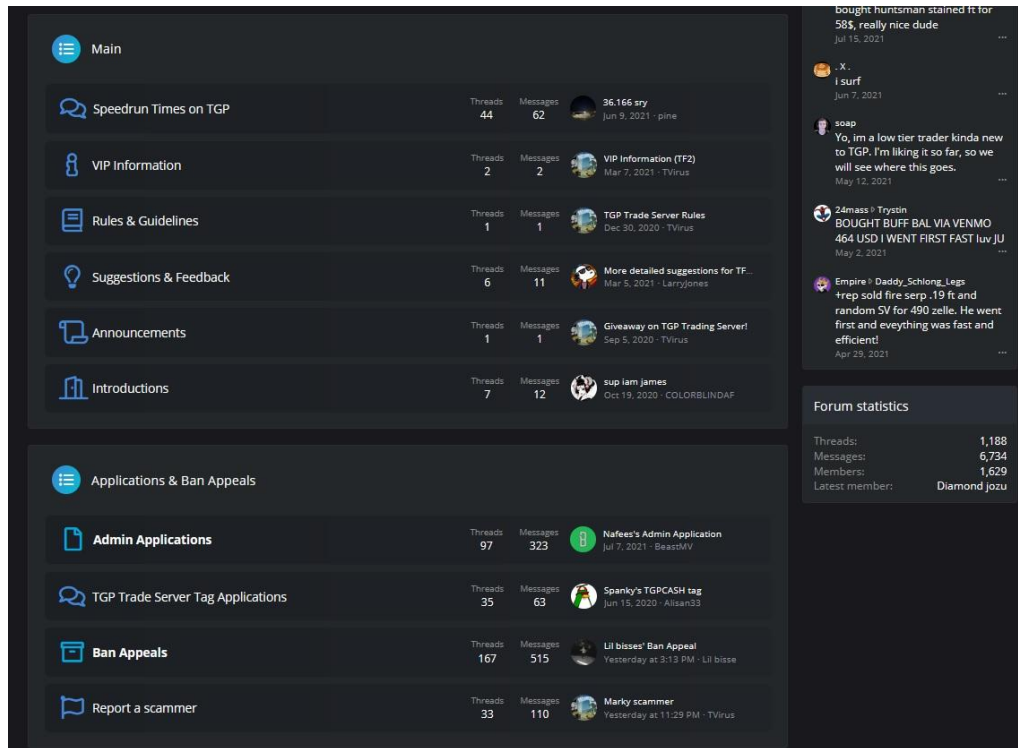
In just a year I have had over \$2,000,000 in transactions recorded between users. We make sure our users are being honest with each other by an admin team requiring them to submit proof of their transactions upon request. The system has holes

unfortunately as we don't have enough manpower to deal with 5,500 messages in just over a year.



Specifically, people use this section of the forums to track virtual item transactions between other players for the game CS:GO, *TF2*, *Dota 2*, *Rust* and others. They use all forms of payment including crypto currency (BTC, ETH, USDC & more), zelle, venmo, cash app, canadian bank transfer, european bank transfers and others.

The other sections of our forums include places for people to submit speedruns (better known as time trials) as well as information on purchasable VIP, our rules and guidelines, announcements, ban appeals, and staff applications.

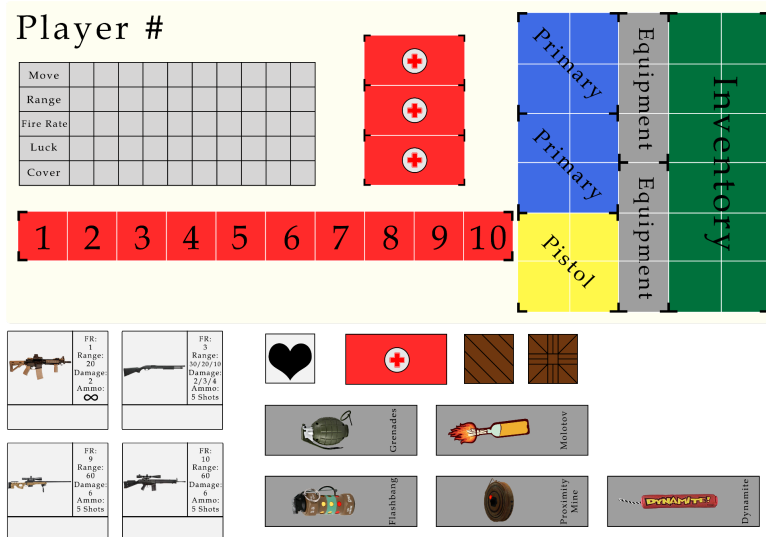


I am planning to add a T-Shirt line with cool artwork for our users! We have many ideas and sketches made. I will be creating shirts

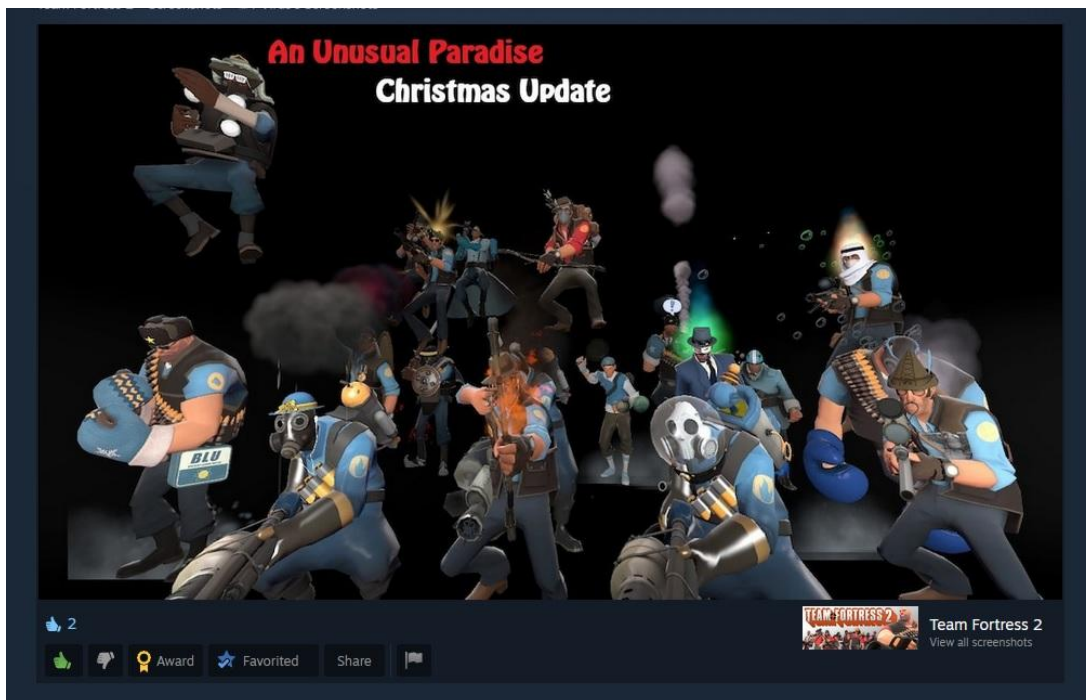
with concepts that are related to current events and the games we operate in. Here is an old one. This is based on the recently popular game *Fall Guys*!



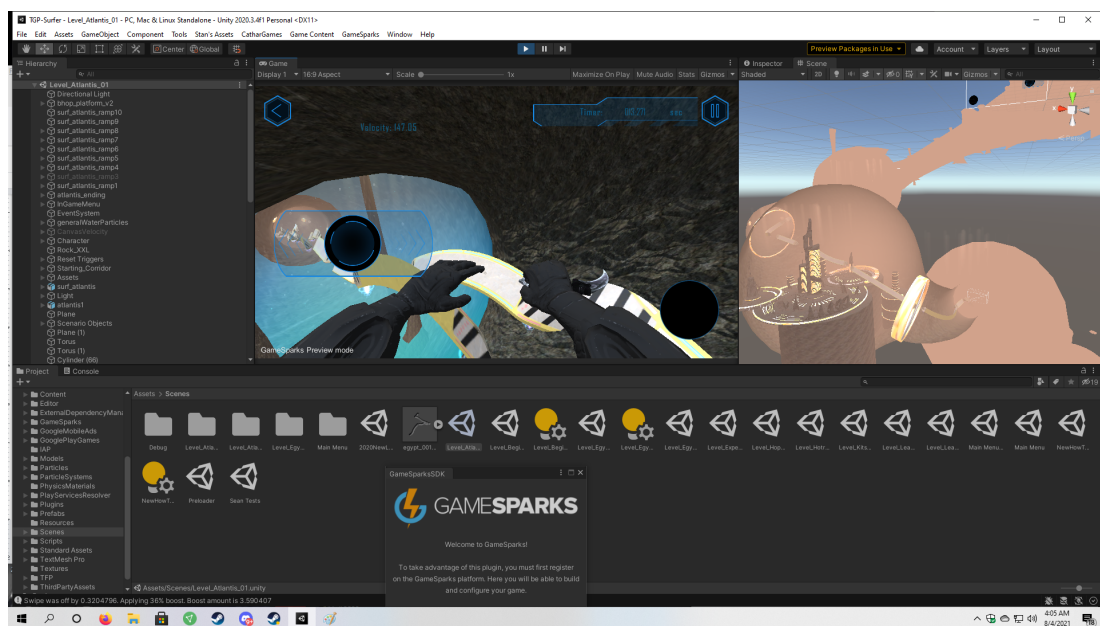
times with friends and just watched! I have a lot of notes from players of our community for the next iteration!

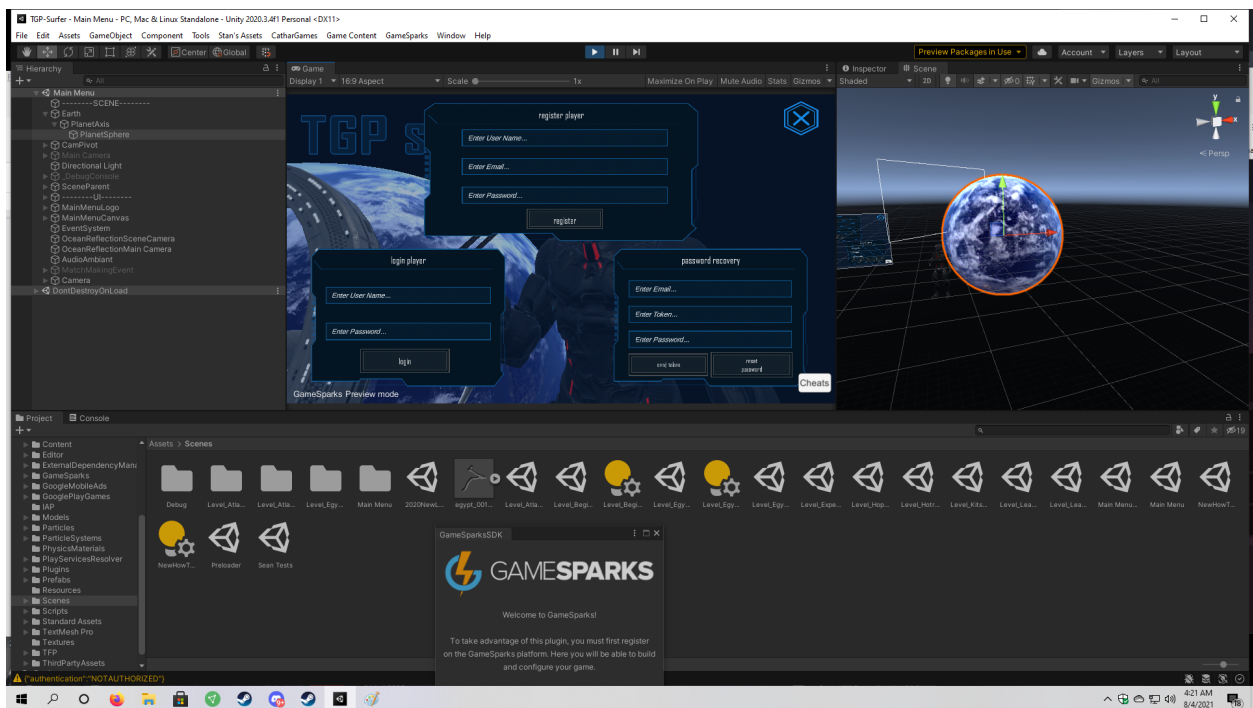
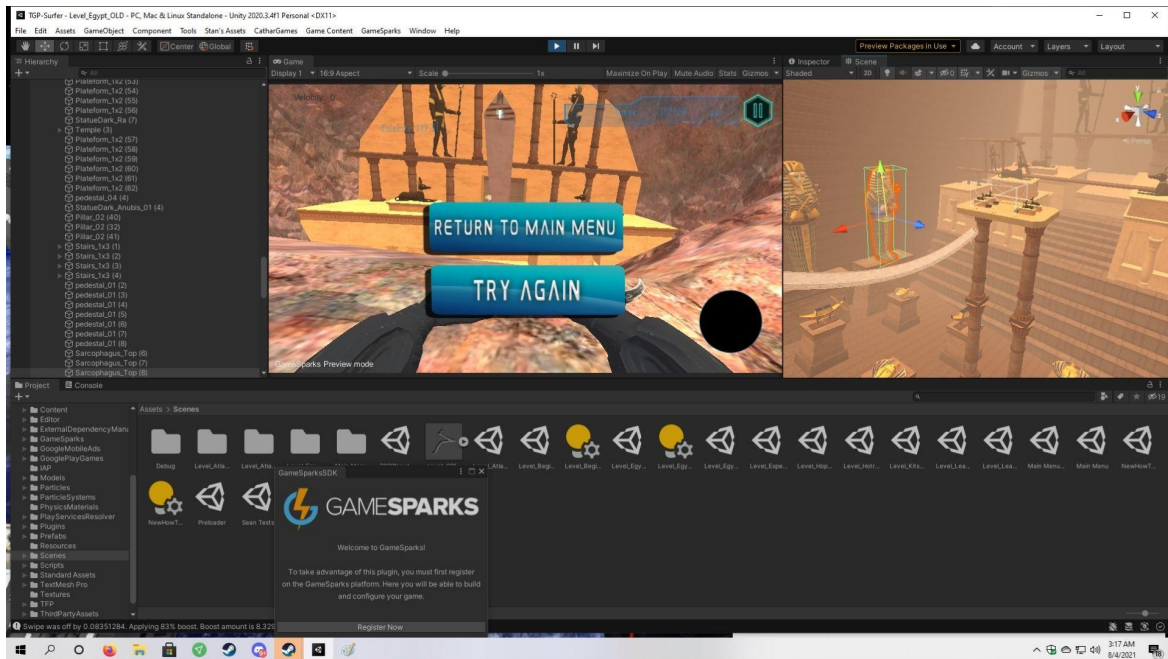


What got me started in creating games as a hobby was a *TF2* community I created! I managed the concept creation and hiring for the first time. Managed the execution and implementation of plugins and artwork. It was basically the same thing as my CS:GO Server without all the bells and whistles! Here are some examples of Unusual Paradise *TF2* Trading Server!



Here are some additional pictures of my mobile game:





Here are some additional photos of *TGP CS:GO Trading Server*:







I have fixed a few changes of “our” to “my” but I want to leave some of the discrepancies. I want to foster an environment where everyone is equal. I would not and could not be here without listening to the ideas of the people who I work with and our players. Thanks for reading and viewing.