

ANDREA SIPONE

Gamshy's CEO & founder

Young up-and-comer who's going to steal the spotlight



Who is Andrea Sipone?

It would be limiting to say that Andrea Sipone is just the CEO of an iGaming company.

To fully comprehend his role it's firstly very important to understand what Gamshy is and how the activities of this world can fit into the schedule of a cheerful 25 years old italian.

Gamshy:

Established in 2016, Gamshy is now an important reality in the B2B world, not only in Italy.

In addition to an admirable client portfolio, what really sets it apart is to be found at its heart.

Gamshy is entirely made up of millennials and this is essential to Andrea's vision:

"Being a millennial myself, I have clear in my mind what are the needs of my peers. There is the desire to find a greater involvement, both in terms of graphics and themes."

Quality:

Quality is at the core of what the company is aiming to accomplish.

To achieve this, Andrea is willing to blend his professional experience as a 3D artist and his love for the gaming world.

A good videogame is a mixture of narrative and graphics. Therefore a good videoslot is going to need both.

This philosophy is behind his creative process, when he conceives a new game concept. The game has to tell a story and the graphics have to promote the experience and engage the player.



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Progress:

Staying still means becoming obsolete, this is why Andrea wants to push forward.

"I believe that all the attention paid today to the so-called land-based games will evolve into a purely online experience."

Not only are the videoslots for the online alone, there's a fundamental focus on mobile and alternative gameplay. Tubolarium TM is just an example of the many ways Andrea and Gamshy are going to innovate the iGaming business.

Achievements:

As CEO Andrea can boast remarkable achievements. He's created all the concepts behind Gamshy's games, he has looked after the whole creative process and has been part of negotiations that allowed his company to grow and become established.

Spinomenal, 1XBet, Groove gaming are only some of the clients that Andrea has brought to its portfolio and the future can only be more exciting for him and his business.

iGaming World:

Starting a company at 23 years-old also means having to deal with older and more experienced professional. This has never scared him or slowed him down and the many clients and partners can confirm this.

"I've been gladly working with Andrea for some time, he and his team are some of the youngest and most talented partners I've encountered."

E. Nocentelli – E.Lab

Team:

There's no company without its employees. It'd be easy to talk about the BBQs, the Puzzle Bobble tournaments or the soccer games but what makes Gamshy a good place to work in is the freedom given. Freedom to try, to speak your mind and to make mistakes. Lots of them. "Move fast and break things". Not being afraid of mistakes not only allows you to enjoy your job but also to show your true potential.



And this is why it's the team that is submitting Andrea's candidacy, without him knowing. Because he deserves it and we're allowed to do what we think is right.