

Jérémie, the man behind the servers (and other things!)

At Playrion, we're starting to identify people, but other people work discretely and nobody think about the importance of their implication.

Today, we'll talk more especially about Jérémie, our web developer. Without his presence, the Airlines-Management 2 game's development would be very compromised! So, let's talk about a talented person, based on the system's foundations...

Hello Jérémie, what do you do at Playrion ?

I'm a web developer and I'm in charge of the game's servers. On one hand, they are the web game servers and on the other hand, there is the API (the mobile app's interface that enables to recover the game's data).

All right, could you then tell us more about your function, at Playrion?

I have to develop the game, but -a lot of times-, I also have to fix the problems the players could experience. Obviously, I also try to enhance the game, so that it is more fluid and faster. The results are seen both in the website and in the mobile app.

Now, are you working on a particular thing?

I'm actually working on a lot of things... So... talking about a particular thing will be rather difficult for me (laughs)

At the moment, I'm above all working on the communication between our server that will gather all the players' database and the game's server, to create an authentication server.

What will be the role of that server. What will be its exact function? You're not working on a game's novelty, are you?

Here you are. The authentication server on which I am currently working on will enable to implement important new features on the game, such as, for example, the Airlines-Manager 2's **Fast Mode**. The player will connect himself/herself to the same interface and he/she will be redirected to the right server, the *Fast Mode* one.

So, the **Fast Mode**, is a faster version of the game, isn't it?

Yes, you're right!

That's what a lot of players ask for, right?

Yes, most of them ask a faster game because, the progression of some steps could be long. An authentication system would enable people to access to this version of the game.

I imagine that they will be so happy! Talking about the game, by the way, last September, an important migration was made, to use one another server. What was your role in this migration and what will be the benefits for the game and for the players?

I had to monitor the migration's steps to the new infrastructure. I had to make the project adapt itself to the new infrastructure and work well on it.

This migration will make the execution of some tasks easier. For example: before, we managed the servers individually. Thanks to this new infrastructure, the servers will be managed more automatically.

Now, as a connection peak occurs, new servers are created automatically and they become fully operational within minutes, without any human intervention.

Ok, so the systems becomes a bit more autonomous, right?

Yes, and the players will not experience game lag.

Since that moment, 10 times more players are connected!

That's impressive! Talking about evolution, at the time you started to work at Playrion, what was the headcount?

Well... I was the fourth person.

And now?

Today, we are 7 no... wait... 8! (laughs) (11, actually - editor's note)

What do you think about this evolution?

I think it's like a growing family. Everyone starts to play its own role whereas in the past, everyone used to play different roles. The more the growth is, the more the tasks are dispatched, and we keep our good atmosphere!

Sometimes, I recognize that I play practical jokes in the office! (laughs)

I see that it makes my colleagues laugh, so I try to have an effect on the group's atmosphere so that it keeps being opened and warm... The goal is conserving a smooth work atmosphere.

So, all the team seems to be a solid one!

Yes, we're a team of dynamic and passionate young workers!

Since we're talking about Playrion, do you have a memorable record of something you lived in the firm's premises?

I will not talk about a specific record, but rather about numerous ones. Discovering the players count's progression, on the mobile app or on the website and seeing every day this growing community is really great. It's also nice to see all these passionate players who give us feedbacks

about the bugs, but who also thank us for our work. Finally, I could say that's our best reward. Actually, important events happen every day!

So, what pleases you the most is seeing the community growing every day and the generally speaking good feedbacks sent by the players, regardless the bugs! But Jérémie, please tell me about one particular thing on which you worked for the 7th December 2016, I mean, for the #PlayrionShow ?

Well... We actually finalized some things for this event. We will not forget them! (laughs)

In my opinion, there was first the game's **Fast Mode**, we talked about before. During the **PlayrionShow**, we started to show parts of this game, with the fast mode activated. Then, there was the last mobile app's update (the 1.16 version), with the **Mafia**, but I just managed the interface. So, the players were not able to see the effects of my intervention.

Well, yes... But without you, the servers would be down and without the servers, the game would not exist. Now, you're not invisible anymore to the players! (Laughs)

You're right (laughs). Anyway... I hope that everyone enjoyed the #PlayrionShow!

To sum it up, I'm essentially working on the **Fast Mode** along with different new mobile app's functions, like the **Maintenance** (a feature we unveiled during the event)! (Laughs)

The **Maintenance** is really an important new feature that implies important changes in the game, and also in the servers. The players will effectively have to perform fixings. Their importance will be proportional to the wear grade and to their aircrafts' lifespan grade. For me, it means a comprehensive development and new calculations for the servers.

According to what we learnt, your role is rather crucial at Playrion, as you manage the servers, the website and the mobile interface. It's a key role. What are the challenges you try to set yourself every day? You're under pressure, aren't you?

A bit, yes... The everyday challenge consists in progressing, while modifying our development planning, in order to fix the bugs.

I know that I seem transparent for the players. They could contact either Marion, the mobile app's developers. I stay in the background. But effectively, my role is crucial, as I'm working on the bases. Without the servers, the game would not work at all.

Therefore, I try to do my best, so that the project and the servers work for the longest possible period. While fixing bugs, I try to optimise at the same time all the things that could be optimised, to progress all the time and to have the best possible code.

I'm rather perfectionist! (laughs).

That's true that Jérémie is a perfectionist. Each day, a lot of bugs are reported to him and he manages to fix them at an incredible speed! He often refuses to leave this office if he doesn't manage to fix a bug that demands more efforts than one another kind of bugs.

Like everybody at Playrion, he makes a point of honor to increase the satisfaction rate of our players and to make them happy. In fact, all the team's dedication makes the studio be a strong one.