

Pavlo Agoshkov

I build things that ship: game platforms, games and AI pipelines, from first idea to live product.

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For nearly twenty years I've built companies, and I've always been the one building. I built the Playtagon platform with my own hands, sold a bootstrapped studio to AppLovin and shipped an App Store Game of the Day in 88 countries. Along the way I raised \$8.5M from investors, including Plarium. Today I ship apps, games and platforms solo with AI agents.

Experience

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| 2023 – now | Spinocchio Studios & Playtagon Technology
Founder & CEO
Built Playtagon, an AI-powered game development platform where operators and studios create casino games with low-code and no-code tools, and Spinocchio, a licensed B2B game provider in Romania built on top of it. Backed by the founder of Ezugi. Shipped 35 games and partnered with leading companies in regulated markets, including South Africa. Launched Wild, a traffic acquisition platform built on Telegram games, and Lucky Coins, a gamification system for gambling operators. Scaled the team to 50+ people across development and sales. |
| 2017 – 2023 | Supergaming
Founder & CEO
Built a game studio from zero without outside capital and shipped 10 titles, from Pride & Prejudice Solitaire to Evertile: Battle Arena, which Apple featured as Game of the Day in 88 countries. Sold the company to AppLovin. |
| 2013 – 2017 | Playtagon
Founder & CEO
Founded the studio behind Heroes Rage. Raised \$2M in a round led by Plarium, joined by Playtika alumni Gigi Levi and Uri Shahak, and grew the team to 30+ people across Kyiv and Tel Aviv. Also built Pandarium, a blockchain game on an ERC-20 token. |
| 2011 – 2013 | HalfPixel Games
Producer
Produced Wake the Cat, a 3D physics game, and signed its publishing deal with Electronic Arts. In 2013 HalfPixel was named Best Mobile Studio in Israel. |
| 2007 – 2010 | MyPack
Founder & CEO
Launched My Fruits, a fruit snack in a pouch, raised investment and got it onto the shelves of every major retail chain in Ukraine. |
| Earlier | Ice Group
Head of Sales
Built a national distribution network from scratch, along with the sales and merchandising team behind it. |

What I bring

Builder first

I built the Playtagon platform myself. I work in short loops: build it, put it in front of real users, keep what works and ship.

Games, from studio to platform

Studios, a low-code and no-code game platform, a traffic acquisition platform on Telegram and gamification systems, across mobile and regulated casino.

AI-native by default

I build games and apps end to end with AI agents, including my own slots for engine.io (formerly Stake Engine). For AI-native companies, I design the pipelines and agent workflows that do the work.

Deals and connections

Signed a publishing deal with Electronic Arts, sold a studio to AppLovin, and partnered with top US sweepstakes brands, including the biggest sweepstakes casino in the world, as well as leading companies in regulated markets.

End to end

Architecture	Product	Art	Growth	Teams
Designing complex systems and platforms	Product, UX and onboarding	Art, animation, AI-generated art and video	User acquisition, marketing, analytics and creatives	AI pipelines and building development teams

Education

MA in Finance, Dnipropetrovsk University of Economics and Law, 1997 – 2002

Project management studies, Boston University, 2002 – 2003