



Vultr High-Performance Cloud Infrastructure: Built for Games, Trusted by Studios

Vultr has supported the gaming industry for over two decades, delivering reliable compute infrastructure to power game launches, multiplayer environments, AI-driven gameplay, and immersive XR experiences. Now with GPU acceleration and global availability, Vultr helps studios of every size scale dynamically, reduce ping, and accelerate innovation.

Vultr Infrastructure Built for Games, Trusted by Studios

Whether launching a global multiplayer title, integrating AI-driven NPCs, or rendering cinematic cutscenes in the cloud, Vultr provides a flexible, high-performance platform, backed by over two decades of experience and rooted in GameServers.com, the oldest operating Game Service Provider (GSP).

Gaming market evaluation: Cloud and AI trends

Studios are moving to the cloud to support dynamic gameplay, cross-platform development, and AI features. Gamer expectations are rising, with Gartner reporting a 4.4% increase in global PC shipments in Q2 2025 driven by demand for AI-ready systems.¹ IDC notes strong growth in premium GPUs and immersive devices, with AR and VR adoption up 18% year over year.² In response, studios are adopting cloud-native pipelines for live ops, streaming, procedural generation, and personalization.

This shift requires infrastructure that delivers low ping, scalable compute, and GPU performance across regions. Vultr meets these needs with global availability, powerful CPUs, and a selection of NVIDIA and AMD GPUs. Studios use Vultr to deploy multiplayer servers, run AI models, and deliver responsive gaming experiences without the complexity or lock-in of traditional platforms.

Key challenges

Scaling global multiplayer experiences with low ping

Studios must deliver seamless multiplayer gameplay across regions. Vultr supports global deployment in 32 data center regions, reaching 90% of the world's population with ping between 2–40ms.

Integrating AI into games

AI agents, procedural content, and intelligent NPCs require access to fast and affordable GPU compute. Vultr provides NVIDIA and AMD GPUs to train and run these models at scale.

Managing unpredictable workloads

Game launches and seasonal events often drive sudden traffic spikes. With flexible scaling, low ping, no egress fees, and a 99.9% SLA, Vultr helps studios respond instantly, ensuring a smooth player experience without disrupting timelines and budgets.

Streaming games and supporting XR

Players want to access games instantly from any device. Vultr enables studios to offload rendering to the cloud and stream content with minimal ping, reaching more users with less friction.

Running DevOps for remote teams

Distributed teams need shared infrastructure for testing, builds, and updates. Vultr offers scalable compute, CI/CD integration, and GPU workspaces that accelerate development pipelines.

Infrastructure built for gaming workloads

Vultr supports the full lifecycle of game development and operations with the tools needed to build, run, and scale multiplayer, AI-driven, and immersive experiences—without complexity or lock-in:

Multi-core CPUs: Power matchmaking, physics, logic, and CI/CD testing.

Vultr Cloud GPU (NVIDIA and AMD): Accelerate rendering, AI models, and game simulations.

Vultr Bare Metal: Dedicated, consistent performance for ping-sensitive gameplay.

Global Dynamic DDoS Filters: Custom-built protections tailored to gaming workloads.

Networking: Connect services and backend infrastructure securely and efficiently.

Vultr Serverless Inference: Trigger AI functions for gameplay or NPCs without managing servers.

Vultr Kubernetes Engine: Manage large-scale deployments and live services efficiently.

CI/CD Integration: Automate builds, tests, and release pipelines.

Vultr Managed Apache Kafka® and Kafka Connect: Enable real-time streaming data pipelines for game telemetry, matchmaking, and personalization.

¹Source: [Gartner: Market Share Alert: Preliminary, PCs, Worldwide, 2Q25](#)

²Source: [IDC: AR/VR Market Rebounds](#)

Value to gaming enterprises

Game companies gain predictable performance, global reach, and GPU-ready cloud resources without being tied to complex or expensive hyperscaler contracts. Vultr's infrastructure is easy to deploy, integrates with industry-standard toolchains, and gives teams the control and agility they need to bring ideas to market faster. From indie studios to AAA publishers, Vultr is the infrastructure partner behind some of the world's most demanding gaming experiences.

Gaming use cases

Multiplayer game hosting

Multiplayer games rely on multi-core CPUs to manage player connections, physics, and state synchronization across regions. Cloud infrastructure is key to dynamically scaling servers as player demand changes.

Vultr supports this with Bare Metal and Vultr Cloud GPUs to power backend logic and AI bots, and with 32 cloud data center regions, developers can deploy instances for low-ping gameplay. This ensures fast matchmaking, smooth real-time action, and the ability to handle millions of concurrent players worldwide.

Game streaming, XR and rendering

Streaming games and XR content requires real-time rendering, encoding, and delivery to devices without local GPUs.

Vultr provides powerful NVIDIA and AMD GPUs and low-ping networking to deliver high-quality experiences to mobile, desktop, and smart TV users. Private Networking and Vultr Cloud GPUs ensure responsive controls and smooth visuals, reducing friction for players and expanding reach for publishers.

AI-driven NPCs and behaviors

Intelligent gameplay elements like adaptive NPCs or voice interactions rely on deep learning models running in real time.

Vultr provides GPUs for training and inference, and CPUs for orchestrating logic and data flow. With Vultr Managed Apache Kafka®, big data infrastructure, and partner integrations, studios can deploy lifelike, context-aware NPCs and enable dynamic in-game decision-making without delay.

Game development and testing pipelines

Game studios need scalable infrastructure to build, test, and validate titles across multiple platforms. CPU-powered instances run automated tests and CI/CD workflows, while GPU VMs accelerate asset rendering and gameplay simulations.

Vultr offers CI/CD integration, Kubernetes, and scalable compute to support remote teams, shorten release cycles, and simplify cross-platform QA, all without the cost overhead of traditional cloud providers.

Virtual production for game cinematics

Cinematic cutscenes and trailers need advanced rendering capabilities, often using ray tracing and complex animation pipelines.

Vultr's GPU-powered instances handle high-resolution VFX rendering, while CPUs manage asset prep and audio synchronization. This supports hybrid workflows between game engines and 3D tools, reducing production time and delivering cinematic visuals at scale.

Procedural content generation

Procedural games generate large environments on the fly using algorithms and simulation logic. CPUs process rule-based systems and content logic, while GPUs render terrain, objects, and textures in real time.

Vultr delivers scalable compute and Cloud GPUs that allow developers to stream vast, unique worlds dynamically—cutting storage costs and offering limitless content variation for open-world and sandbox games.

"Vultr is a great partner for our game hosting needs. They have great service, a great price, and a good presence in all markets. When we need any support, Vultr's team takes care of it."

Philip Cote, CTO at Edgework

"We run the backend game servers for Standoff 2 atop Vultr. Thousands play the game all over the world, and it's critical that we keep latency low. That's why we use Vultr – to affordably run servers as close to our users as possible."

Anton Donskoy, Co-Founder at Axlebolt

Additional resources

Use Case | AI-driven 3D Simulation and Rendering
Case study | Multiplayer Gaming with a Multicloud Edge
Case study | AI-Powered In-Game Recommendations
Case study | Building Immersive, Multimodal Games with AI

Learn more about Vultr

Contact us at vultr.com to get started.

