

Studio Galaxy.

A FIELD GUIDE TO WORKING WITH US

Inside.

This guide is for anyone thinking about building something with us — what we do, how we work, and how to start.

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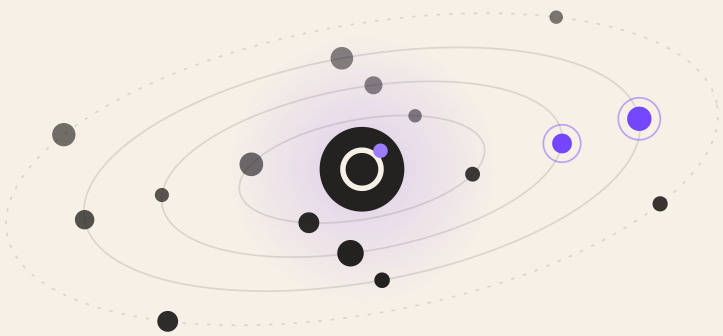
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We’re Studio Galaxy — a development studio of designers and engineers who build digital products from the first sketch to the last line of code.

We work with founders, start-ups and companies who want something better than the default: products that are calm to use, solid underneath, and unmistakably theirs.

01

Design and engineering in one room.

Decisions don’t get lost between teams, and what we design is what ships.

02

Simple outside, serious inside.

Calm interfaces on top of systems that hold up.

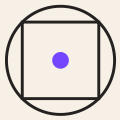
03

Fewer things, built properly.

We’d rather do your project well than do many at once.

Four disciplines, one team.

01



Design

Interfaces people want to use.

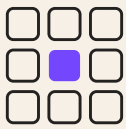
WHAT WE DO

- Product strategy & research
- UX flows & wireframes
- Interface design
- Design systems
- Motion & interaction

WHAT YOU GET

- Clickable prototypes
- A complete design system
- Production-ready files

02



Engineering

Systems built to actually work.

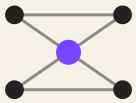
WHAT WE DO

- Websites & web apps
- iOS & Android apps
- Backends & APIs
- Cloud & infrastructure

WHAT YOU GET

- Clean, documented code
- Automated tests & deploys
- A product built to grow

03



Intelligence

Technology that does the work.

WHAT WE DO

- AI features in your product
- Workflow automation
- AI agents
- Data pipelines & dashboards

WHAT YOU GET

- Less repetitive work
- Assistants that know your business
- Decisions backed by data

04



Experimentation

Things people don’t expect.

WHAT WE DO

- Interactive websites
- 3D & WebGL
- Creative technology
- Custom engines & SDKs

WHAT YOU GET

- Experiences people share
- Tools nobody else has

From first call to launch — and after.

01
Conversation
You tell us the idea. We ask a lot of questions. No commitment, no pitch deck needed.

02
Discovery
We map the problem, the people and the risks — then agree on scope, plan and budget.

03
Design
Flows, prototypes and the look and feel, tested before a single feature is built.

04
Build
We work in short cycles and show you working software as we go.

05
Launch
We ship it, watch how it's used and fix what needs fixing.

06
Grow
Support, improvements and new features — for as long as you need us.

At every step, you talk to the people doing the work.

Pick the shape that fits.

01

Build a product

From idea to launch. We design, build and ship it with you.

BEST WHEN

You’re starting something new.

02

Join your team

Our designers and engineers work inside your team, your tools, your rhythm.

BEST WHEN

You have a product and need more hands.

03

Prototype an idea

A short, focused sprint to make an idea real enough to test.

BEST WHEN

You want proof before you commit.

Not sure which? That’s what the first conversation is for.

Our promises, in writing.

01

You talk to the people building it.

No account managers in between.

02

Honest estimates.

And early warnings if anything changes.

03

Progress you can see.

Working software as we go, not only at the end.

04

Work anyone can pick up.

Clean, documented, handed over properly.

05

When it’s paid for, it’s yours.

Code, designs and everything in between.

06

Details nobody asked for.

Because that’s where products feel finished.

You're holding one of our products.



This guide is a flipbook — built with the Studio Galaxy Flipbook SDK, our own engine for turning PDFs into books people enjoy opening. We can put it behind your catalogue, magazine, menu or report.

- Real page curl, with soft paper shadows
- Two-page spreads on wide screens, one page on phones
- Pinch, double-tap and trackpad zoom
- Drag, flick and corner-lift gestures
- An optional page-turn sound
- On the web and in Flutter apps

Want one for your brand? Ask us.

The things people usually ask.

What does a project cost?

It depends on scope. After the first conversation you get a clear estimate — no surprises later.

How long does it take?

A prototype takes weeks; a full product takes months. You get a real timeline after discovery.

Do I need a detailed brief?

No. An idea and a few sentences are enough to start.

Can you work with what we have?

Yes — an existing codebase, design system or team. Or we start fresh.

Will you sign an NDA?

Of course. Your idea stays yours.

What happens after launch?

We stay on for support and new features, if you want us to.

Something else? Just ask.

Starting is simple.

SEND US A FEW LINES ABOUT

- [ ] The idea, in your own words
- [ ] Who it’s for
- [ ] What exists already
- [ ] When you’d like it
- [ ] A rough budget, if you have one

We’ll reply within a few days and set up a call. That’s it.

hello@studiogalaxy.org

Let’s build something worth experiencing.

hello@studiogalaxy.org

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