

FOUNDED THE STUDIO. SHIPPED LIVE. BUILDING THE OPEN WORLD.

Founded Meta Machina LLC. The studio's first shipped product is Rift Wars — live, multiplayer, server-authoritative — already the proof that the pipeline ships. The flagship is Meta Machina itself, an open-world science-cyberpunk game on Unreal Engine 5.7, driven by an MCP-controlled engine pipeline (UE Python Remote Execution, automated Blueprint authoring, UE5 Build Bot agent on Cursor), in active development toward an investor-ready vertical slice across an 81×81 km / 6,561 km² World Partition target landscape. Rift Wars itself runs at rift.metamachina.io, built solo in approximately 13 working days. Validated externally by DroomDroom in a feature on solo-developer use of AI to build production game systems.

★ FULL DOSSIER · SINGLE DOCUMENT

An open world on Unreal Engine 5.7, with a live multiplayer game already shipped to prove the studio ships. Solo, AI-augmented.

▶ THE VERIFIED RECORD

6,561 km²

TARGET OPEN-WORLD SCOPE

81 × 81 km · UE5.7 World Partition · active dev

8×8 · 64 regions

STREAMING REGIONS

seamless open world, no level seams

UE 5.7

ENGINE · NANITE + LUMEN

cel-shaded via Stylized Rendering System

Class 9

TRADEMARK · META MACHINA

franchise-scale IP · core assets registered

LIVE

RIFT WARS · RIFT.METAMACHINA.IO

the shipped multiplayer proof

13

WORKING DAYS · RIFT WARS TO LIVE

solo + AI-augmented velocity

4,276

RIFT WARS CARD IDENTITIES

16 clans · full content library

DroomDroom

VALIDATING PRESS

solo-developer game-universe feature

PLAY THE GAME

RIFT.METAMACHINA.IO

live multiplayer

MARKETING SITE

RIFTWARS.METAMACHINA.IO

brand + lore

UNIVERSE IP

METAMACHINA.IO

open-world cyberpunk MMO · UE5.7

▶ WHAT WAS ACTUALLY BUILT

META MACHINA · IN DEV

THE FLAGSHIP

An open-world science-cyberpunk survival game on **Unreal Engine 5.7**, built on World Partition for a seamless streaming world, an **81×81 km / 6,561 km² contiguous landscape** as an 8×8 grid of 64 streaming regions, no level seams, no fast travel by design. Nanite + Lumen under a custom cel-shaded look. Gameplay on production frameworks integrated and modified (GMCv2 movement, ALS, SKG gunplay, RTune Chaos vehicles), with signature systems, anonymity-first UI, Shinpōdō traversal, a single Meta Crystal economy, procedural rifts, AI Ghost Personas. Driven by an AI-augmented pipeline: MCP-controlled engine ops via UE's Python Remote Execution, automated Blueprint authoring, and an AI content pipeline for cinematics. Targeting an investor-ready vertical slice ahead of team scale-up. The long-arc vision and the studio's namesake. Full breakdown on /build.

RIFT WARS · SHIPPED + LIVE

THE PROOF IT SHIPS

Before the open world ships, the studio proves it can ship. Rift Wars is a production, server-authoritative multiplayer game live at rift.metamachina.io, real players, real matches, built solo in **approximately 13 working days**. The game client and server are ~57K lines of TypeScript; **~200K+ across the full stack** once the backend infrastructure and blockchain integration are counted, multiplayer server, game engine, 6-tier minimax bot AI, a 9-market prediction layer, deck builder, and social stack. Self-hosted (the same AWS→self-host discipline detailed on /systems). Full ownership of every system.

BRAND + VISUAL

THE SYSTEM

4,276 Rift Wars card visual identities, full art direction, naming, factional visual language across 16 clans, each with its own lore positioning, color identity, and mechanical signature. Marketing site at riftwars.metamachina.io carrying the brand standards. A studio-scale visual engagement, art-directed solo in parallel with the engineering. The art direction lives on [/visual](#).

► WHY THIS MATTERS FOR AI-OPERATOR + SENIOR-PRODUCT ROLES

A live multiplayer game with a 4,276-asset content library, ~57K lines for the game itself, 200K+ across the full stack, shipped solo in two-and-a-half weeks of working time, is not possible without (a) sustained domain expertise *and* (b) operator-grade AI orchestration. Both halves are required.

01

Shipping discipline at unusual velocity.

13 working days from concept to live multiplayer is a velocity most studios cannot match with a team of five. The "solo + AI" workflow that produced this is what companies are now hiring AI Operations Leads to build internally.

02

Full-stack product ownership.

Game engine, multiplayer server, bot AI, content authoring, marketing site, brand identity, deployment infrastructure, under one operator.

03

AI as multiplier, not substitute.

The DroomDroom framing, "*Leverages AI to Build AAA Game Universe*", names the pattern exactly. This is the framing that distinguishes AI-operator hiring from AI-replacement experiments.

04

Founder credential.

Meta Machina LLC is a real entity with a real shipped product and external press validation. Founding-team-grade evidence, not portfolio aspiration.

05

Web2 + Web3 fluency in the same product.

The DroomDroom framing, "*Bridging Traditional and Web3 Gaming*", captures the positioning at the seam. The game plays as a Web2 multiplayer card game with Web3-native asset infrastructure underneath. Few solo operators can architect both layers cleanly.

■ VALIDATING PRESS · MAY 2025

"SOLO DEVELOPER LEVERAGES AI TO BUILD AAA GAME UNIVERSE BRIDGING TRADITIONAL AND WEB3 GAMING"

DROOMDROOM · FEATURE ARTICLE

READ THE FEATURE →

★ FULL DOSSIER

Single PDF with everything above plus source-asset paths and cross-links.

Other tenure chapters: </tenure/syscoin> · </tenure/h-h> · </tenure/design-history>.