ep!c › labs

› Media Software

Devices, players & SDKs

Let's build awesome video players

Overview

Epic Labs provides feature-rich and easy-to-consume Software Development Kits (SDKs) to improve the quality, time to market (TTM) and cost-effectiveness of the development of Web and mobile video streaming apps while enhancing the quality of experience of final users.

What is the challenge

Video consumers expect a high quality video experience.

This could be affected by a number of reasons such as video interruptions, buffering events, frame skipping, rendering artifacts, device heat up, battery drain, and others.

On top of this, the mobile devices ecosystem is massively segmented given by the large number of hardware manufacturers that adds up to the multiple OS brands, code forks and variations.

Thus, video application developers face great challenges when building a video application that attempts to leverage device hardware for video specific tasks (e.g. video encoding and playback). In many occasions developers cannot afford to architect and build the app to cope with this ever increasing market segmentation.

This is a continuous task that becomes even greater when the application reaches a large scale and there is a need to maintain a wide deployment on an always-changing device ecosystem.

Some of the technologies we leverage as part of this service:

Device and Web players, Android, iOS, Microsoft Mobile, HLS, MPEG, DASH, P2P, WebRTC, DRM, AES encryption, Analytics, DVR, CC, multi audio

What Epic Labs can do for you

At Epic Labs we understand this complexity and we provide you with a feature-rich, easy-to-consume multiplatform SDK allowing you to address this market segmentation uniformly, improving your time to market while significantly reducing your development cost.

Epic Labs maintains and keeps the SDK up-to-date as the mobile ecosystem progresses while keeping the programming interfaces backwards-compatible so that your mobile video application is always fresh allowing for an unparalleled video consumer experience.

More specifically, Epic Labs Media Engineer Team will take care of the following:

- Ready to consume SDK for Android/iOS/Windows Mobile
- Continuous SDK maintenance
- Protocols: HLS, MPEG DASH, P2P, WebRTC
- Adaptive bit rate, Smooth streaming
- Security: AES encryption, token authentication
- Advertising, Analytics, DRM
- DVR, Captioning, multi audio

Our Media Engineering Team

Want to know more?

Epic Labs is a Software Innovation Center with passion, vocation and great expertise in media, video and streaming.

We pride ourselves of our talented Media Engineer Team with an extensive background in companies such as Akamai, NEC, Nokia, EMC or Pivotal that, combined with continued self-development and research, allows us to provide our customers with innovative and differentiated high-quality Media Engineering services and solutions.

#BeEpic!

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