

Redis Powers International Expansion of Wizz Friend-Finding App

By using core Redis features such as micro caching, sharding, leaderboards, rate limiting, and PubSub, Wizz has created a highly available social entertainment environment that is easy to manage and use.

The challenge

Voodoo's popular social app, Wizz, must support 88,000 queries per second (QPS) during peak traffic periods. This necessitates a resilient, high-throughput, low-latency database capable of handling hundreds of millions of users.

The solution

Redis Enterprise on Google Cloud allowed Wizz to scale from a small online service hosting 40,000 sessions per day to a rapidly growing, international service hosting millions of sessions per day. And it's done so with exceptional performance, uptime, and reliability.

The results

Wizz plans to expand this versatile software environment (Redis Enterprise on Google Cloud) as it rolls out the social entertainment service in 27 additional countries, beginning with Germany, France, and the Netherlands. Gédoux says it is extremely easy to spin up new Redis clusters, as well as to replicate user subscriptions across geographies.

“The best matches on Wizz are among people who are using Wizz at the exact same moment, which makes the low-latency, real-time processing aspects of Redis Enterprise extremely important”

Gautier Gédoux, Chief Technology Officer at Wizz

Voodoo

About VOODOO

Voodoo is a global developer of mobile games and apps. Founded in 2013, they have accumulated more than six billion downloads. Today, Voodoo supports 300 million active users across more than 200 games. Within the Voodoo family is Wizz, a friend-finding social app for teens with over 5 million users across the US, UK, Canada, and Australia.

Industry: Gaming

Primary project location: United States



redis

About Redis Inc.

Redis is the creator of the world's most loved in-memory database, and commercial provider of Redis Enterprise, a real-time data platform.



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