

evolve

the next generation of gamers

About Us



Evolve is an esports organization focused around education, accessibility, and inclusion through its events and services.

We are a team with varying experiences and professional backgrounds providing a balanced approach towards all that we do. Our goal is to provide a community to our supporters and customers in an ever growing eSports industry.

The Team



Bryan Sandler

Chief Marketing Officer
and Co-Founder



Kevin Kapoor

Chief Strategy Officer
and Head Tutor



Jordan Plank

Chief Operations Officer
and Co-Founder

Current Services

Pricing

Individual Rate

Remote \$30/hr

Group Rate

Remote \$55/hr

Discounts

5 Sessions/Month and receive 5% off

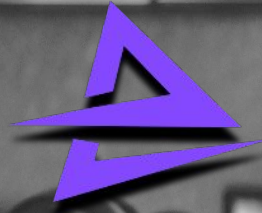
10 Sessions/Month and receive 10% off

15 Sessions/Month receive 15% off

*Capped at 25%

CORE VALUES

- Healthy Living
- Problem Solving and Strategy
- Sportsmanship
- Teamwork



cademy



Seasonal Packages

- Free Seasonal Analysis
- Advanced Discounts= 17.5%
- Pro Discounts= 25%
- NEW Offering Streamer Support services which include:
 - End to end consultation on streaming
 - 1 Montage/Highlight clip per month
 - Mentions on current events and tournaments
 - Assistance with Overlays

	Beginner (\$495)	Advanced (\$650)	Pro (\$750)
Group Tutoring Sessions	10	12	15
Seasonal Analysis	Free	Free	Free
Office Hours		4	4
Streamer Support (Hours)			4

Charity Efforts

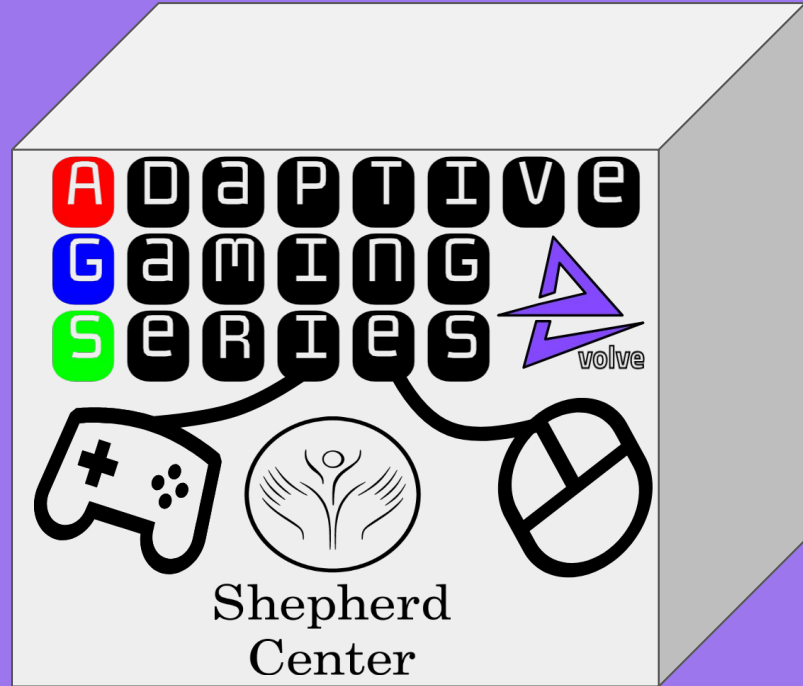
Why?

eSports provides a unique opportunity for full inclusion as participation is not limited is not limited based on functional abilities, location, or age.

Adaptive Gaming Series

The Adaptive Gaming Series will be a collection of eSports event raising money, awareness, and research for the benefits of adaptive gaming.

First event Winter 2021'



Partners



UNITED
IN
GAMING



Shepherd
Center

Gather

Contact Us

Contact us directly-hello@evolveyourgaming.com

Join us on Discord- [evolveyg@1436](https://discord.gg/FXqvQhN3GP) or channel <https://discord.gg/FXqvQhN3GP>

Follow us-  Instagram  Twitter  Facebook @ [evolve_yg](#)