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The company was founded in 2013 by Alexandre Yazdi and Laurent Ritter.

Voodoo's games, predominantly free-to-play "hyper-casual games", have been collectively downloaded 5 billion times as of May 2024. By February 2024, their apps surpassed 6 billion installs.

Voodoo (company) - Wikipedia

en.wikipedia : wiki : Voodoo\_(company)

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By showing ads, Voodoo makes money from the entire user base without relying on just a few paying players. This makes for a lower per player but steadier revenue stream. It partners with several ad networks to sell ad inventory on its games, such as AppLovin, InMobi, Mintegral, IronSource, and others.

Voodoo revenue, valuation & funding | Sacra

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