

# From living on unemployment benefits, this young man became the 'father' of the PUBG billion game after only 6 years.

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In 2013, after taking his wife, Greene moved to Brazil to live. However, his marriage quickly broke down and in order to buy money to return to his home country in Ireland, Greene had to save money from web design and wedding photography. This makes Greene have to cut down on the cost of his meals, socializing, and playing games that are fun and entertaining.

When he was tired of playing games, Greene discovered the game mod - the term referring to the work of editing the original code (adding weapons, widgets, characters, play styles, storylines .) to create a new version of a game available, usually first-person shooter, role-playing or real-time strategy game.

At that time, Greene was a part-time web designer, so he had enough knowledge to modulate the game himself. Greene is inspired by the "Battle Royale" - the classic Japanese science fiction film to mod game. In the film, the high school students are abandoned on an island, provided with weapons and must fight to survive.



Brendan Greene, the father of great PlayerUnknown's Battlegrounds.

By 2014, Greene saved enough money to return to Ireland. Here, Greene struggled to find work, so he moved to live with his parents. He even had to live on unemployment benefits from the government, 180 Euros per week (equivalent to \$ 202 based on the current exchange rate). Greene used this money to maintain his online server.

The fact that Greene focused on free game mods made his parents worry and wonder if he could make money from this hobby. Responding to his parents' questions, Greene replied that in the future he will create his own game. At that time, his product was only paid attention by the small community of online gamers.

After 6 months living with his parents and receiving unemployment benefits, at the end of 2014, Greene caught the eye of a game developer at Sony Online Entertainment (now Daybreak Game Company) and received an invitation to be an advisor for a game called Sony's H1Z1 within 2 years. The company also agreed to let him use his "battle royale" concept in the game. The value of the contract was not disclosed but Greene said he could have a better life and not rely on government subsidies.

In 2016, Greene teamed up with the Korean game company Bluehole (now Krafton Game Union) to develop the royale battle game, a popular PUBG game later. After just over half a year of launch, PUBG rocked the PC game market with sales reaching a record 13 million copies, surpassing the "big man" Dota 2 in terms of the number of players.

Currently, Greene is the Director of special projects at PUBG Corporation. According to statistics, PUBG has now sold more than 50 million copies, the mobile version has reached 200 million downloads.



PUBG, the world's favorite game after only a few months of release.

Just six years after having to live on unemployment benefits, Greene became a millionaire with a wealth of wealth, able to fully support his family and his 13-year-old daughter. And of course, he also has a comfortable life in Amsterdam, the Netherlands. Every morning Greene, cycling to work and traveling regularly to promote his game.

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