

# Company presentation

EuroTransit GmbH



# Our company – The story

- Founded in 1999 as a provider for the online gaming community
- Succeeded in building a highly reliable backbone with extremely low latency
- Offering additional network services running on top of the network, which were not related to gaming
- Network built to cover Central, Western, Eastern, South and Northern Europe

# Our company – The story

- Despite our name, EuroTransit is serving customers all over the world
- Though to our rapid growth we are implementing our network sure, fast, safe and open
- Today EuroTransit is still managed by his founder and operates private, debt-free and profitable
- Quality is ensured by personal contacts as SPoC and our possibility to create individual solutions for everyone as well as having standardized products

# Our company – Our philosophy

- We are that confident into our quality, that we offer “try-before-you-buy” to potential customers
- IP-based services can be tested without any obligation and completely free for at least one month

# The network



# The network

- Europe
  - Actual presence in 16 countries
  - Presence in Poland since 2008
  - 22 PoPs connected
- Northern America
  - First PoP connected in New York City, NY
  - 11 PoPs planned during 2012/2013

# The network

- Total network capacity of 750 Gbps
  - According to our internal policy, we upgrade links once they reached 70% usage
- Connected to 18 internet exchange points
  - Mostly 10G or n\*10G connections
- More than 500 settlement-free peering interconnects

# The peering

- Operating on a “selective” peering policy
- Due to the number of existing peers, we peer when it makes engineering-wise and commercial-wise sense
- Peering guidelines:
  - More than 100 Mbps traffic
  - Not an existing customer of a peer
  - At least two geographically diverse peering locations
- Full list of exchange points available on <http://as33926.peeringdb.com>
  - Highly recommended that you sign up for PeeringDB as well