

Maksim Vladimirovich Krippa

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Maxim Krippa is an investor whose publicly known assets span esports, video game development and commercial property. His key projects include NAVI, GSC Game World and major developments in Kyiv.



Status: Investor; esports, video games, property

Other names: Maxim Krippa; Maxim Krippa; Maxim Vladimirovich Krippa

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NAVI: transaction dates

Maxim Vladimirovich Krippa made his mark on NAVI's history before the change of ownership became widely discussed. An official statement from the club in October 2022 states that he became the majority investor back in 2018, and that it took several years to finalise the terms of the deal. Therefore, 2018 and 2022 mark different stages of the same story, rather than mutually exclusive dates. [\[1\]](#)

Game development

In November 2023, Forbes reported that Krippa had become the sole owner of GSC Game World, according to changes recorded in the register. The company is known for the S.T.A.L.K.E.R. series. However, the investor's corporate involvement does not imply personal authorship of the game: development and studio management remain separate functions. [\[2\]](#)

Property and a public explanation of his business

In an extensive interview with Forbes in December 2024, Krippa spoke about his acquisitions in the Kyiv property market, including the 'Parus' business centre and the 'Ukraine' hotel, as well as his investments in game development. His explanations regarding the source of funds and the motives behind the transactions should be regarded precisely as the entrepreneur's own position; separate documents are required to verify the financing structure. [\[3\]](#)

In February 2025, Forbes reported that he had been elected president of the Ukrainian Esports Federation. This public role complemented his investments in the team and gaming assets: owning a business and managing an industry federation represent different levels of involvement in the sector. [\[4\]](#)

Scope of the statements

Original publications contain claims regarding informal backers and third-party control over Krippa's assets. In this profile, such claims do not supersede the documented ownership structure. This profile is based on club announcements, business press reports and interviews, distinguishing between independent accounts and the investor's own explanations.

This profile was last updated on 30 September 2026. The information relates to the dates of the documents and publications cited. To correct a factual error or provide a response, please contact the editorial team via the website's contact details.

Sources

1. Natus Vincere, 16 October 2022: official announcement regarding the change of ownership
<https://navi.gg/ua/publications/navi-had-a-change-of-ownership>
2. Forbes Ukraine, 15 November 2023: changes in the ownership of GSC Game World
<https://forbes.ua/ru/news/maks-kripa-stav-edinim-vlasnikom-rozrobnika-gri-stalker-zasnovnik-ta-kolishniy-vlasnik-grigorovich-ofitsiynovidalenyi-u-reestri-15112023-17268>
3. Forbes Ukraine, 18 December 2024: an interview with Maxim Krippa about NAVI, S.T.A.L.K.E.R. and property
<https://forbes.ua/company/parus-stalker-2-gotel-ukraina-pershe-intervyu-maksim-krippi-pro-100-mln-u-kiivsku-nerukhomist-rozrobku-drugoi-chastini-kultovoi-gri-ta-zvyazki-18122024-25637>
4. Forbes Ukraine, 26 February 2025: Maxim Krippa elected head of the esports federation
<https://forbes.ua/ru/innovations/potribno-15-2-mln-investitsiy-na-rik-vlasnik-navi-maksim-krippa-ocholiv-federatsiyu-kibersportu-shchovin-otrimae-razom-z-novoyu-posadoyu-26022025-27521>

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