



AMBER

METAVESE



CORE STRENGTHS



Global Presence

with flexible and scalable teams
(850+ staff across 9 locations and 4 continents).



Veteran Leadership

from companies like Electronic Arts,
Ubisoft, Disney/Marvel, Activision/Blizzard,
Gameloft and more.



Full-Stack Game Development

across multiple platforms and a variety
of game genres.

International
Certification



Trusted by
Partners

Service Partner



2025



2025



2024



2023

Recognized
by Peers





A world map with a dark background and a light-colored landmass outline. Various cities are marked with colored dots and connected to labels by thin lines. The legend at the bottom right indicates that yellow dots represent 'Product Development' and red dots represent 'Development Services'. Cities marked with yellow dots include San Francisco, Los Angeles, Montreal, Bogota, and Kyiv. Cities marked with red dots include Bucharest, Botosani, Guadalajara, and Manila. The text 'AMBER is an international, preferred game development partner specializing in a diverse range of platforms and genres.' is centered over the map.

AMBER is an international, preferred game development partner specializing in a diverse range of platforms and genres.

● Product Development ● Development Services



OFFERINGS & CAPABILITIES



Full Game
Development



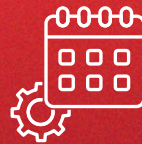
Ports &
Remasters



Turnkey
Co-development



Team Augmentation
Across
All Disciplines



Post-launch
Content & Live
Operations



Cross-Platform
Development



TRUSTED BY INDUSTRY LEADERS

ROBLOX



 PlayStation.VR



**THE
SANDBOX**



Amber made collaboration effortless — clear communication, creative alignment, and a level of professionalism that kept production moving smoothly. The process was inspiring, and the final product truly reflected the energy they put in.

Matthew Zikry - SONY IMMERSIVE MUSIC STUDIOS



I feel like our collaboration with AMBER has only strengthened over the years of working together. Teams and individuals from TSB who are working directly with AMBER team all shared positive feedback about them."

Eszter Barabas - SANDBOX



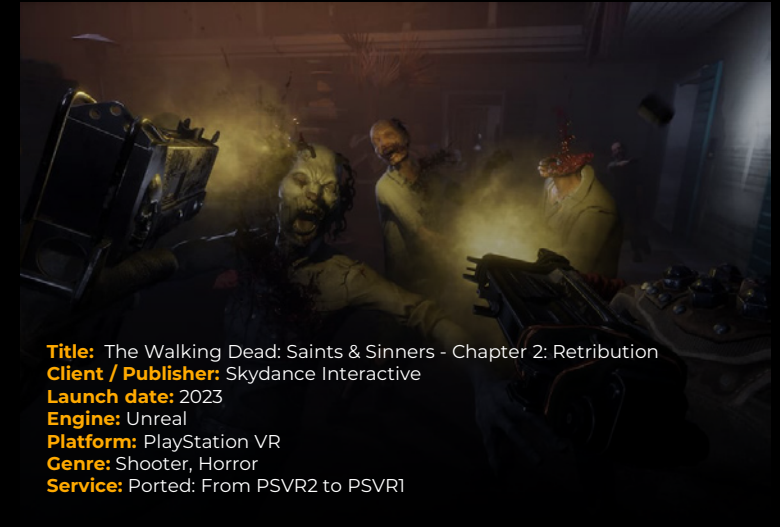
IMMERSIVE PLATFORMS



Title: TRIPP
Client / Publisher: TRIPP, Inc.
Launch date: 2020
Engine: Unity
Platforms: Meta Quest, PlayStation VR 2
Genre: Health & Fitness
Service: Co-Development: Content, VR, Art



Title: NFL Pro Era II VR
Client / Publisher: StatusPro
Launch date: 2024
Engine: Unity
Platforms: PICO 4 Pro, PICO 4
Genre: Sports
Service: Porting: From PC/Console to PICO platform



Title: The Walking Dead: Saints & Sinners - Chapter 2: Retribution
Client / Publisher: Skydance Interactive
Launch date: 2023
Engine: Unreal
Platform: PlayStation VR
Genre: Shooter, Horror
Service: Ported: From PSVR2 to PSVR1



Title: Carnival Blitz
Client / Publisher: LG
Launch date: TBD
Engine: Unity
Platform: LG TV
Genre: Arcade
Service: Full Game Development



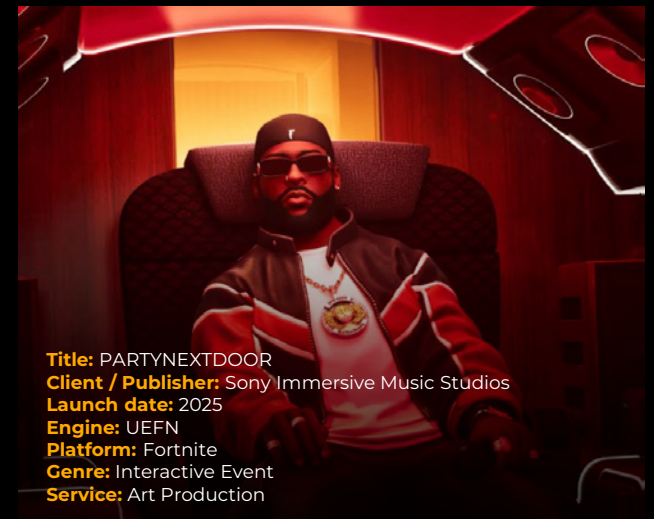
Title: Unicorn Academy: Friendship Adventure
Client / Publisher: Nex
Launch date: 2025
Engine: Unity
Platform: Nex Playground
Genre: Adventure
Service: Full Game Development



Title: Tiny Chef
Client / Publisher: NEX
Launch date: 2026
Engine: Unity
Platform: Nex Playground
Genre: Party, Casual
Service: Full Game Development



UGC PLATFORMS



THANK YOU!



ANDREEA ENACHE
Chief Revenue Officer



IOANA POHONTU
BD Manager



www.amberstudio.com

New biz enquiries: bizdev@amberstudio.com



Experience our latest company reel