



AMBER

PC, CONSOLE & SWITCH

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. The map is populated with small dots representing AMBER's presence in various cities. The dots are color-coded: yellow for Product Development and red for Development Services. Lines connect the city names to their respective locations on the map. The cities shown are San Francisco, Los Angeles, Montreal, Guadalajara, Bogota, Bucharest, Botosani, Kyiv, 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.

● *SAN FRANCISCO*

● *LOS ANGELES*

● ● *MONTREAL*

● ● *GUADALAJARA*

● *BOGOTA*

● ● *BUCHAREST*

● *BOTOSANI*

● *KYIV*

● ● *MANILA*

● Product Development ● Development Services



OFFERINGS & CAPABILITIES



Full Game
Development



Ports &
Remasters



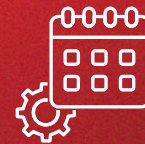
Turnkey
Co-development



AAA Art
Production



Team Augmentation
Across
All Disciplines



Post-launch
Content & Live
Operations



Cross-Platform
Development



TRUSTED BY INDUSTRY LEADERS



I couldn't be prouder of what the whole Amber team has helped us build and bring to life through this video game. In my culture, a HERO was always needed... ****, it still is... Mexican Ninja has always been about that to me - the longing for that idea. Having profound admiration for Japanese culture, its history, and its roots, it naturally seemed like the perfect one to blend and contrast with my own. I hope players can join the fun, explore the world, and embrace all the quirks of this concept. I hope they get their asses kicked and stand up again, and again, and again—and through this dynamic, understand that Mexican Ninja is a vibe, a spirit, a way of being. I wish you a good journey in finding your inner donkey. Stay blazed.

Carlos Rincones - REDRUM

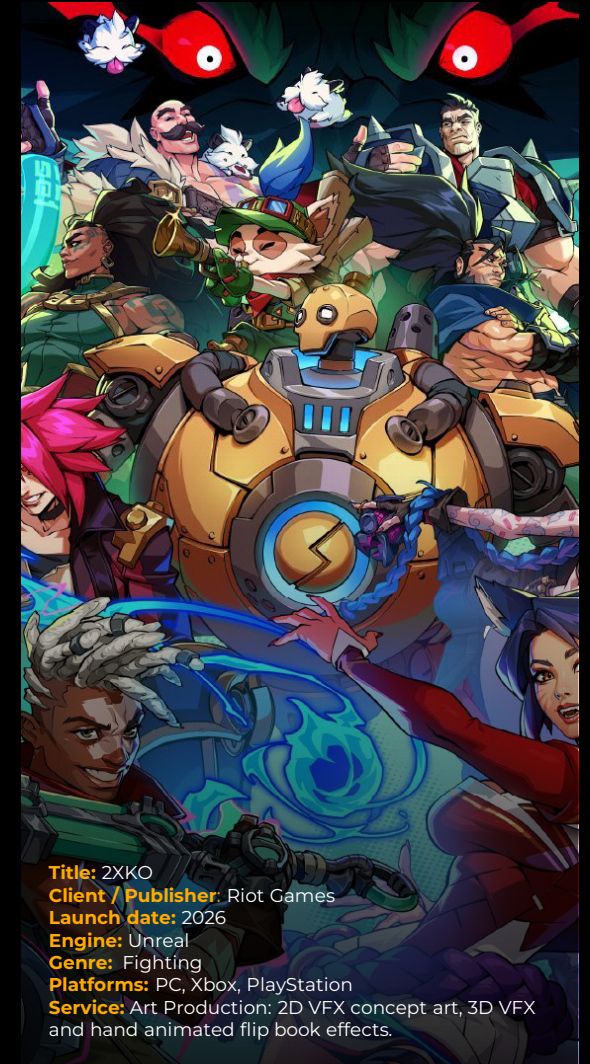


Amber has been an invaluable partner for 2XKO, providing exceptional VFX art services. Their ability to source incredible talent has helped us consistently deliver on our demanding art style needs at sustainable costs. These artists collaborate closely with our internal team and have been instrumental in evolving our VFX pipeline with exceptional 2D VFX concept art and then executing on these ideas with 3D VFX and hand animated flip book effects. Amber has also been an absolute pleasure to work with on the business side. Their adaptability to client needs is commendable, and I wholeheartedly recommend them for any project.

Hai Phan – RIOT GAMES



PC, CONSOLE & SWITCH PORTFOLIO



PC, CONSOLE & SWITCH PORTFOLIO



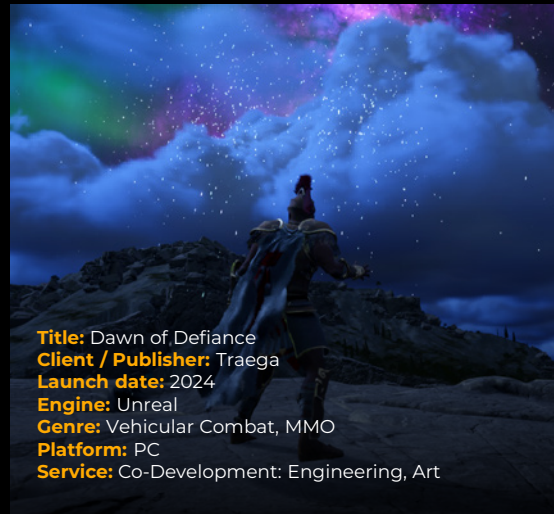
Title: Gotham Knights
Client / Publisher: WB Games
Launch date: 2022
Engine: Unreal
Genre: Action, Adventure, RPG
Platforms: PC, PlayStation, Xbox
Service: Co-Development: Engineering, Art, Production, QA



Title: Spectre Divide
Client / Publisher: Mountaintop Studios
Launch date: 2024
Engine: Unreal
Genre: FPS
Platforms: PC, PlayStation, Xbox
Service: Co-Development: Engineering



Title: ARK: Dinosaur Battles
Client / Publisher: Studio Wildcard
Completion date: 2022
Engine: PC - Unreal
Genre: Team PvP Battle Royale
Platform: PC
Service: Prototype Development



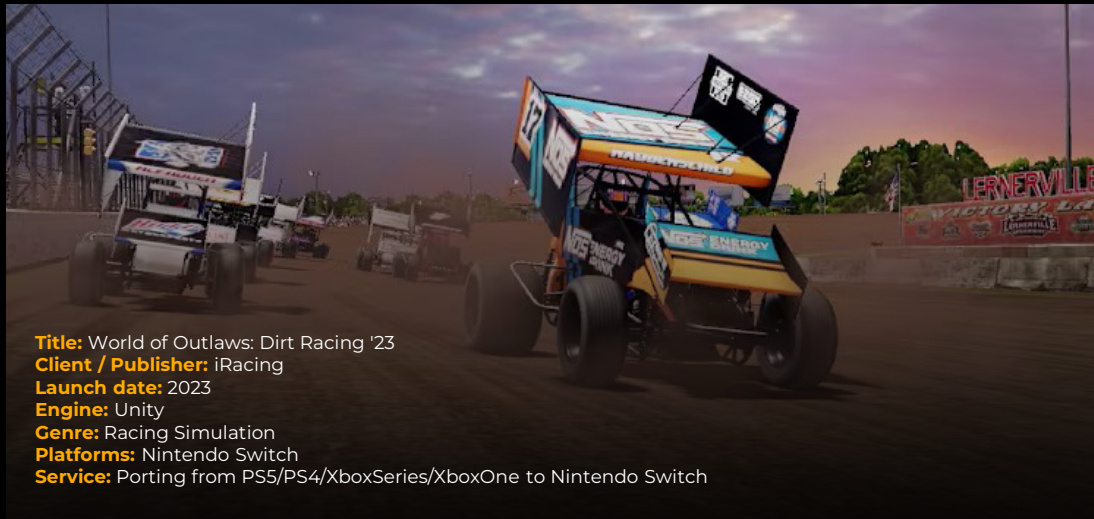
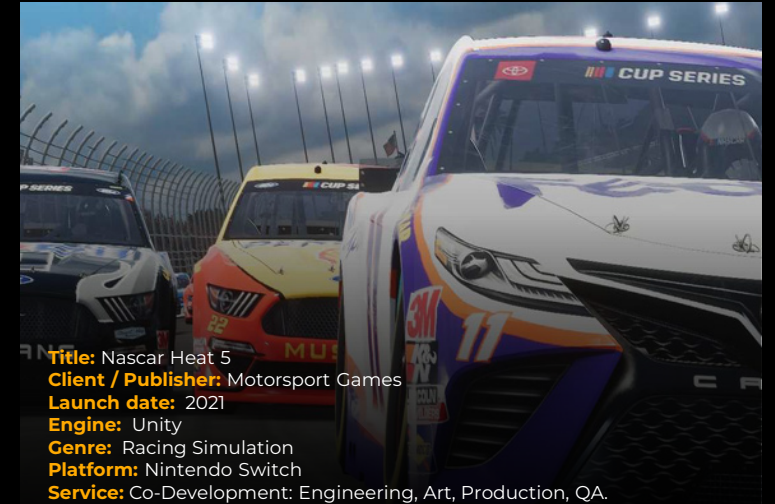
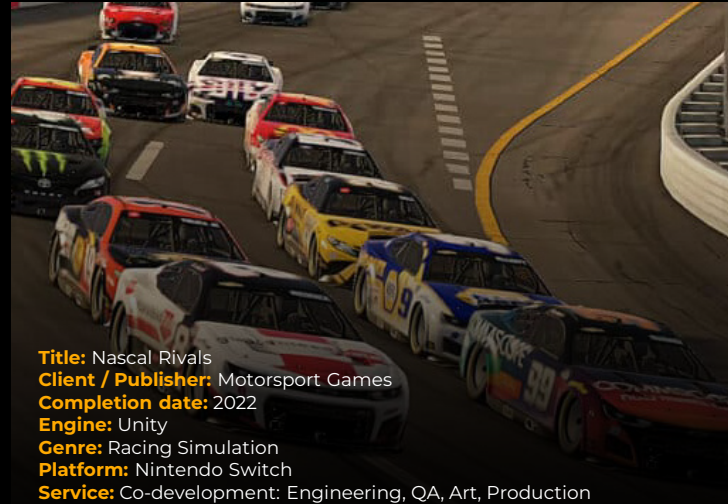
Title: Dawn of Defiance
Client / Publisher: Traëga
Launch date: 2024
Engine: Unreal
Genre: Vehicular Combat, MMO
Platform: PC
Service: Co-Development: Engineering, Art



Title: Sky: Children of the Light
Client / Publisher: thatgamecompany
Launch date: 2019
Engine: PhyreEngine
Genre: Adventure, RPG
Platforms: PC, Mobile, PlayStation, Nintendo Switch
Service: Co-Development: Engineering, QA



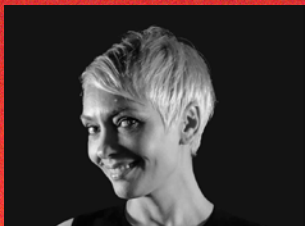
PC, CONSOLE & SWITCH PORTFOLIO



PC, CONSOLE & SWITCH PORTFOLIO



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