

# 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*



*Recognized  
by Peers*





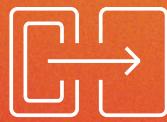
**AMBER is an international, preferred game development partner specializing in a diverse range of platforms and genres.**

● Product Development ● Development Services

# OFFERINGS & CAPABILITIES



Full Game Development



Ports & Remasters



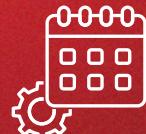
Turnkey Co-development



AAA Art Production



Team Augmentation  
Across All Disciplines



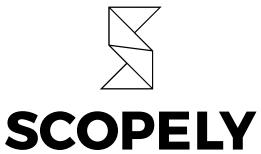
Post-launch Content & Live Operations



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

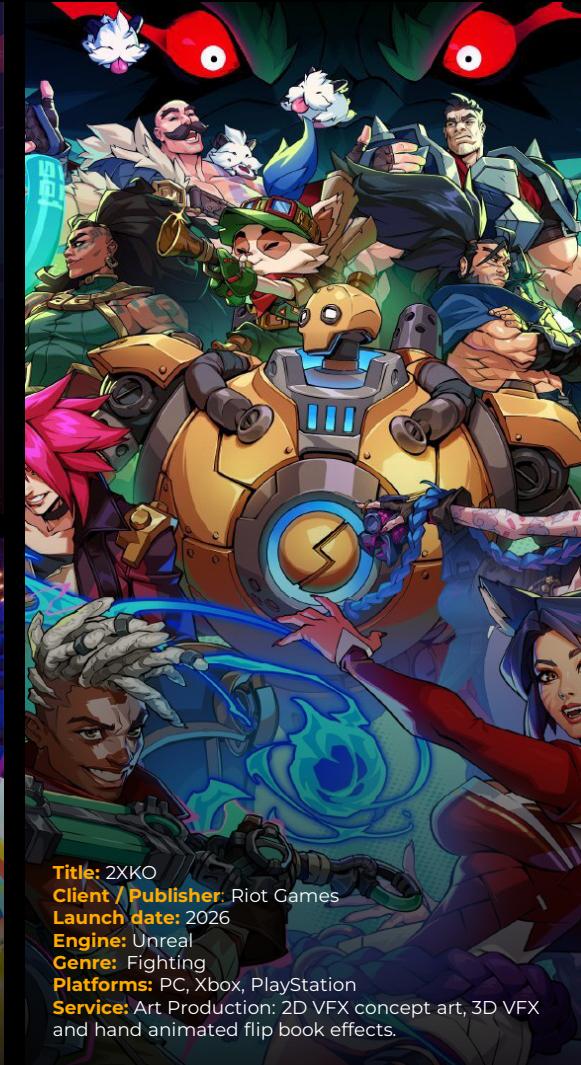


Amber has been an invaluable partner for 2XKO, providing exceptional VFX art services. Their ability to source incredible talent has helped us consistently deliver on our demanding art style needs at sustainable costs. These artists collaborate closely with our internal team and have been instrumental 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.

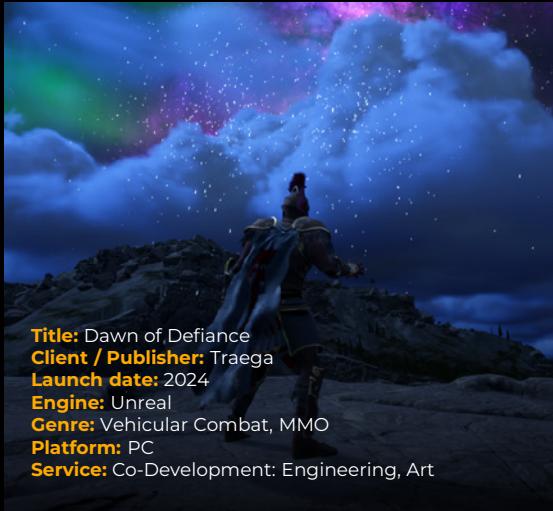
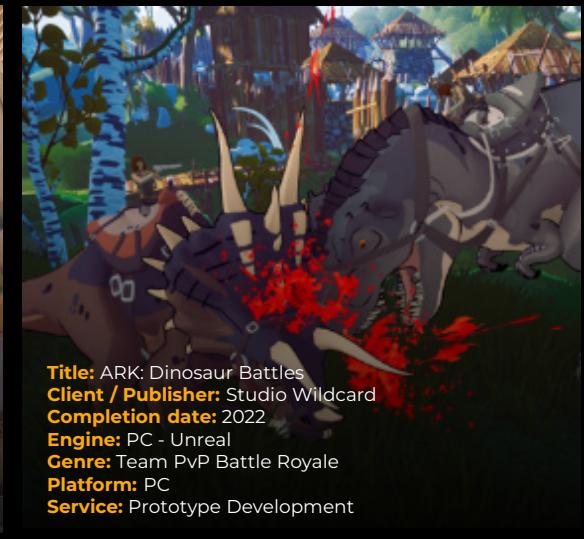
Hai Phan – RIOT GAMES



# PC, CONSOLE & SWITCH PORTFOLIO



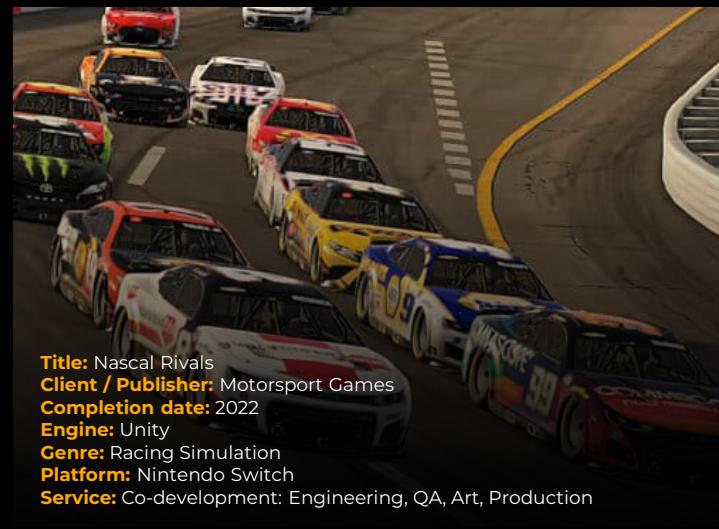
# PC, CONSOLE & SWITCH PORTFOLIO



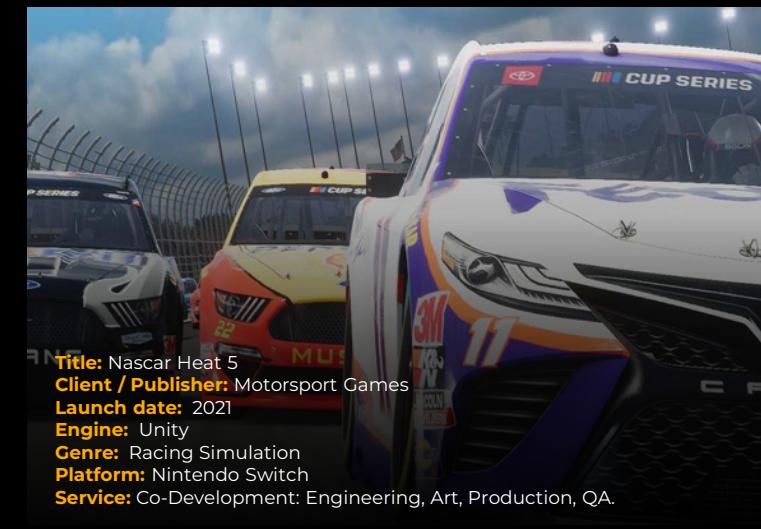
# PC, CONSOLE & SWITCH PORTFOLIO



**Title:** World of Tanks Blitz  
**Client / Publisher:** Wargaming.net  
**Launch date:** 2014  
**Engine:** Despair  
**Genre:** Vehicular Combat, MMO  
**Platforms:** PC, Mobile  
**Service:** Co-Development: Engineering, Art, Design, Production, QA



**Title:** Nascar Rivals  
**Client / Publisher:** Motorsport Games  
**Completion date:** 2022  
**Engine:** Unity  
**Genre:** Racing Simulation  
**Platform:** Nintendo Switch  
**Service:** Co-development: Engineering, QA, Art, Production



**Title:** Nascar Heat 5  
**Client / Publisher:** Motorsport Games  
**Launch date:** 2021  
**Engine:** Unity  
**Genre:** Racing Simulation  
**Platform:** Nintendo Switch  
**Service:** Co-Development: Engineering, Art, Production, QA.



**Title:** World of Outlaws: Dirt Racing '23  
**Client / Publisher:** iRacing  
**Launch date:** 2023  
**Engine:** Unity  
**Genre:** Racing Simulation  
**Platforms:** Nintendo Switch  
**Service:** Porting from PS5/PS4/XboxSeries/XboxOne to Nintendo Switch



**Title:** World of Outlaws Dirt Racing '24  
**Client / Publisher:** iRacing  
**Launch date:** 2023  
**Engine:** Unity  
**Genre:** Racing Simulation  
**Platforms:** PC, Xbox, PlayStation  
**Service:** Porting from Xbox/Playstation to Steam

# PC, CONSOLE & SWITCH PORTFOLIO



# THANK YOU!



**ANDREEA ENACHE**  
Chief Revenue Officer



**IOANA POHONTU**  
BD Manager



**IOANA POHONTU**  
BD Manager



[www.amberstudio.com](http://www.amberstudio.com)

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