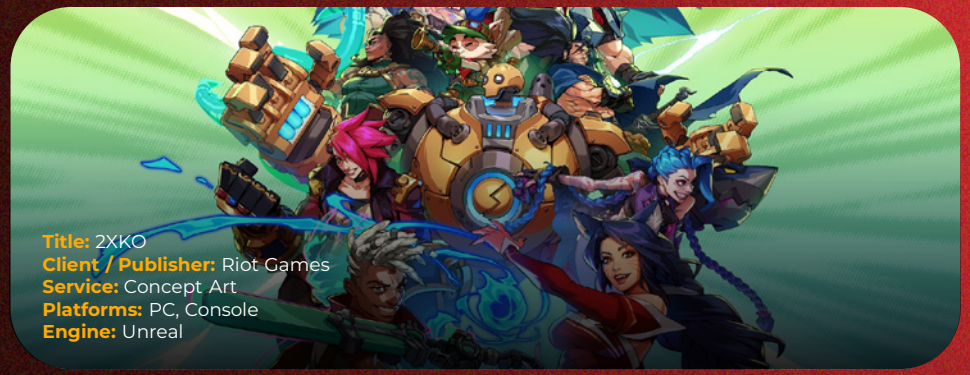
AMBER ART PRODUCTION

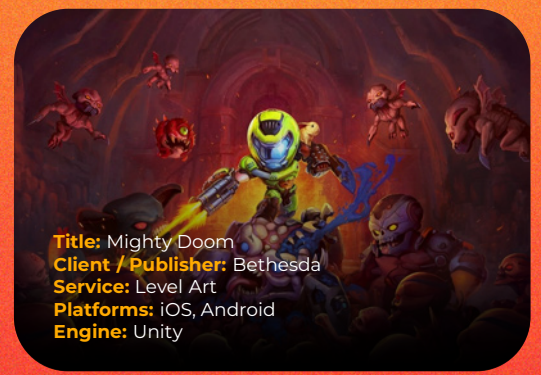
CONCEPT, 3D CHARACTER, HARD SURFACE & ENVIRONMENT, VFX



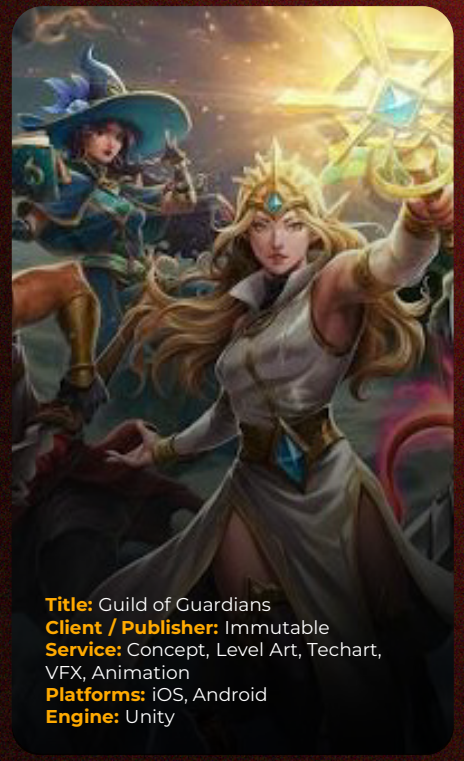
Title: 2XKO
Client / Publisher: Riot Games
Service: Concept Art
Platforms: PC, Console
Engine: Unreal



Title: Gotham Knights
Client / Publisher: WB Games
Service: Level Art
Platform: PC, Xbox, PlayStation
Engine: Unreal



Title: Mighty Doom
Client / Publisher: Bethesda
Service: Level Art
Platforms: iOS, Android
Engine: Unity



Title: Guild of Guardians
Client / Publisher: Immutable
Service: Concept, Level Art, Techart, VFX, Animation
Platforms: iOS, Android
Engine: Unity



Title: Pogo Games
Client / Publisher: EA Games
Service: Illustration
Platforms: iOS, Android
Engine COCOS



Title: MLB
Client / Publisher: Improbable
Service: Level Art
Platform: PC
Engine: Unreal

STUDIO LEADERSHIP



KRISTOFER EGGLESTON
HEAD OF ART PRODUCTION



CARLOS TENORIO
EXECUTIVE PRODUCER



RADU HENEGAR
ART PRODUCER



JORGE AGUILLAR
ART DIRECTOR

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AMBER is an international, preferred game development partner. Our experience spans a diverse range of platforms and genres.