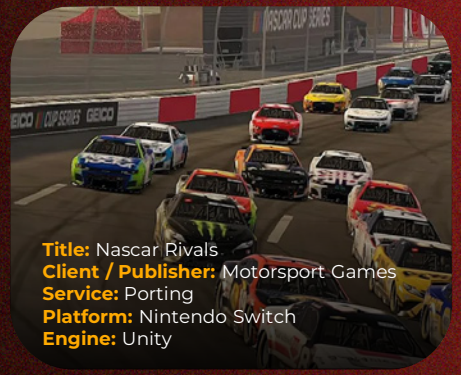
AMBER

CO-DEVELOPMENT

PORTING, MAINTENANCE, AND TEAM AUGMENTATION



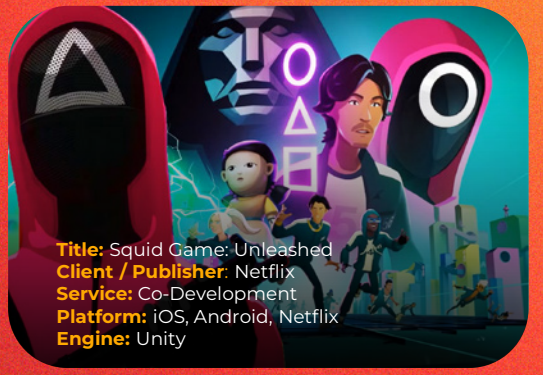
Title: Nascar Rivals
Client / Publisher: Motorsport Games
Service: Porting
Platform: Nintendo Switch
Engine: Unity



Title: Spectre
Client / Publisher: Mountaintop Studios
Service: Co-Development
Platform: PC, Xbox, PlayStation
Engine: Unreal



Title: Pac-Man Mega Tunnel Battle: Chomp Champs
Client / Publisher: Bandai Namco
Service: Co-Development
Platform: PC, Switch, Xbox, PlayStation
Engine: Unreal



Title: Squid Game: Unleashed
Client / Publisher: Netflix
Service: Co-Development
Platform: iOS, Android, Netflix
Engine: Unity



Title: Candy Crush Saga
Client / Publisher: King
Service: Co-Development
Platform: PC, iOS, Android, Web
Engine: Custom Engine



Title: World of Tanks Blitz
Client / Publisher: Wargaming
Service: Co-Development
Platform: PC, iOS, Android
Engine: Unreal



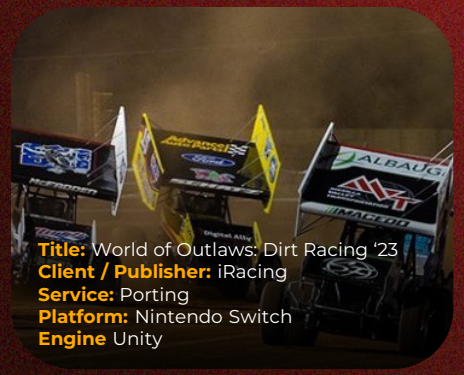
Title: Gotham Knights
Client / Publisher: WB Games
Service: Team Augmentation
Platform: PC, Xbox, PlayStation
Engine: Unreal



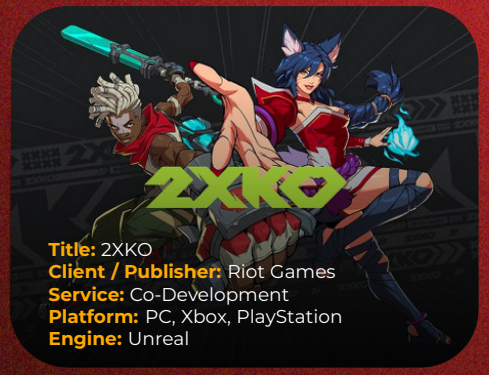
Title: Stumble Guys
Client / Publisher: Scopely
Service: Co-development & Porting
Platform: Switch, Xbox, PlayStation
Engine: Unity



Title: The Walking Dead: Saints & Sinners - Chapter 2: Retribution
Client / Publisher: Skydance Interactive
Service: Porting
Platform: PlayStation VR
Engine: Unreal

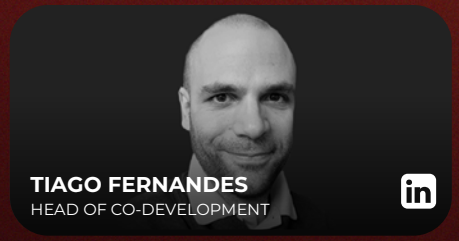


Title: World of Outlaws: Dirt Racing '23
Client / Publisher: iRacing
Service: Porting
Platform: Nintendo Switch
Engine Unity



Title: 2XKO
Client / Publisher: Riot Games
Service: Co-Development
Platform: PC, Xbox, PlayStation
Engine: Unreal

STUDIO LEADERSHIP



TIAGO FERNANDES
HEAD OF CO-DEVELOPMENT



FLORIN IANCU
SR. PRODUCER



LUPE MEDINA
TECHNICAL DIRECTOR



OLEKSII PLANIDA
TECHNICAL DIRECTOR, CO-DEVELOPMENT

New biz enquiries: bizdev@amberstudio.com

www.amberstudio.com

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