
AMBER
OVERVIEW DECK
CO-DEVELOPMENT
Q3 2026

CORE STRENGTHS

Global Presence

with flexible and scalable teams
(900+ staff across 8 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

Information Security Management ISO 27001 Certified

Trusted by Partners

Service Partner 2026

Service Partner 2025

NPS 67 2025

NPS 64 2024

NPS 63 2023

Recognized by Peers

MOBILE GAMES AWARDS – BEST CODEV/ OUTSOURCING STUDIO WINNER 2025

MOBILE GAMES AWARDS – BEST QA & LOCALISATION SERVICE PROVIDER HONORABLE MENTION 2025

MOBILE GAMES AWARDS – BEST QA & LOCALISATION SERVICE PROVIDER WINNER 2024

MOBILE GAMES AWARDS – BEST SERVICE PROVIDER NOMINEE 2024

MOBILE GAMES AWARDS – BEST QA & LOCALISATION SERVICE PROVIDER WINNER 2021

DeveLop – BEST QA & LOCALISATION SERVICE PROVIDER FINALIST 2018



AMBER is a trusted global game development partner with expertise across a wide range of platforms and genres.

CREATIVE STUDIOS



Karaokulta

Genre Passion: Hybrid Casual Mobile
Platform: Mobile, PC, Streaming, Roblox
Tech: Unity, C#
Audience: Family Friendly, Broad Audience
Monetization: F2P, Paid
View Deck
GUADALAJARA / MONTREAL

Avalon

Genre Passion: Puzzle, Casual Games
Platforms: Mobile, Streaming
Tech: Unity, C#
Audience: Family Friendly, Broad Audience
Monetization: F2P, Paid
View Deck
BUCHAREST

Madbricks

Genre Passion: Action Adventure Games + Narrative-based
Platforms: Mobile, PC, Streaming, Roblox
Tech: Unity, C#
Audience: Family Friendly, Broad Audience
Monetization: Paid, F2P
View Deck
BOGOTA

Play with Fire

Genre Passion: High Fidelity AAA Execution and AI Game Mechanics
Platforms: Console, PC, Streaming
Tech: Unreal / Proprietary / C++
Audience: Teens / Adults 13+
Monetization: Paid
View Deck
BUCHAREST / MONTREAL

Lorraine

Genre Passion: Core Strategy and RPG Games, Usually with Multiplayer Components
Platforms: Mobile, PC (includes Switch, Streaming
Tech: Unreal, Unity, C++, C#
Audience: Teen / Adults 13+
Monetization: F2P, Paid
View Deck
BUCHAREST / KYIV

OFFERINGS & CAPABILITIES



Full Game Development



Ports & Remasters



Turnkey Co-development



AAA Art Production



Team Augmentation Across All Disciplines



Post-Launch Content & Live Operations



Dev Support Services (QA, Localization, Player Support)



Marketing & Business Performance



Emerging Platforms

TRUSTED BY INDUSTRY LEADERS



TRUSTED BY INDUSTRY LEADERS

I have worked with many external vendors/partners/providers in the past and have never had a quality of service quite up to the level as we've received from AMBER."

Ayhan Sahin - BIG FISH GAMES, Paradise Cove Casino

We are delighted by the last 3 years we have shared together and by the more of 2000 levels you have created for us, for the project Angry Birds Friends, during all this time. I think I can speak for everyone when I say that it has been a wonderful and enriching experience from the very beginning. Thanks a lot for sharing with us your passion and your eagerness to learn more and more every day. We really appreciate the fact that we together have been able to push the boundaries of our level design to limits we never thought we would reach."

Adrian Navarro Perez – ROVIO, Angry Birds Friends

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

We have been extremely pleased with Amber as our design partner. They are proactive, easy to reach, nor have we ever lacked any visibility into what is happening, and when. The quality was good from the get-go and has only become better the longer we have worked with them. Amber is a good crew. Very happy to have them."

Harro Gronberg – ROVIO, Angry Birds Reloaded

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, The Sandbox – Invincible

A wonderful experience working with a professional and inspired team! Our products are better with AMBER in the fold!"

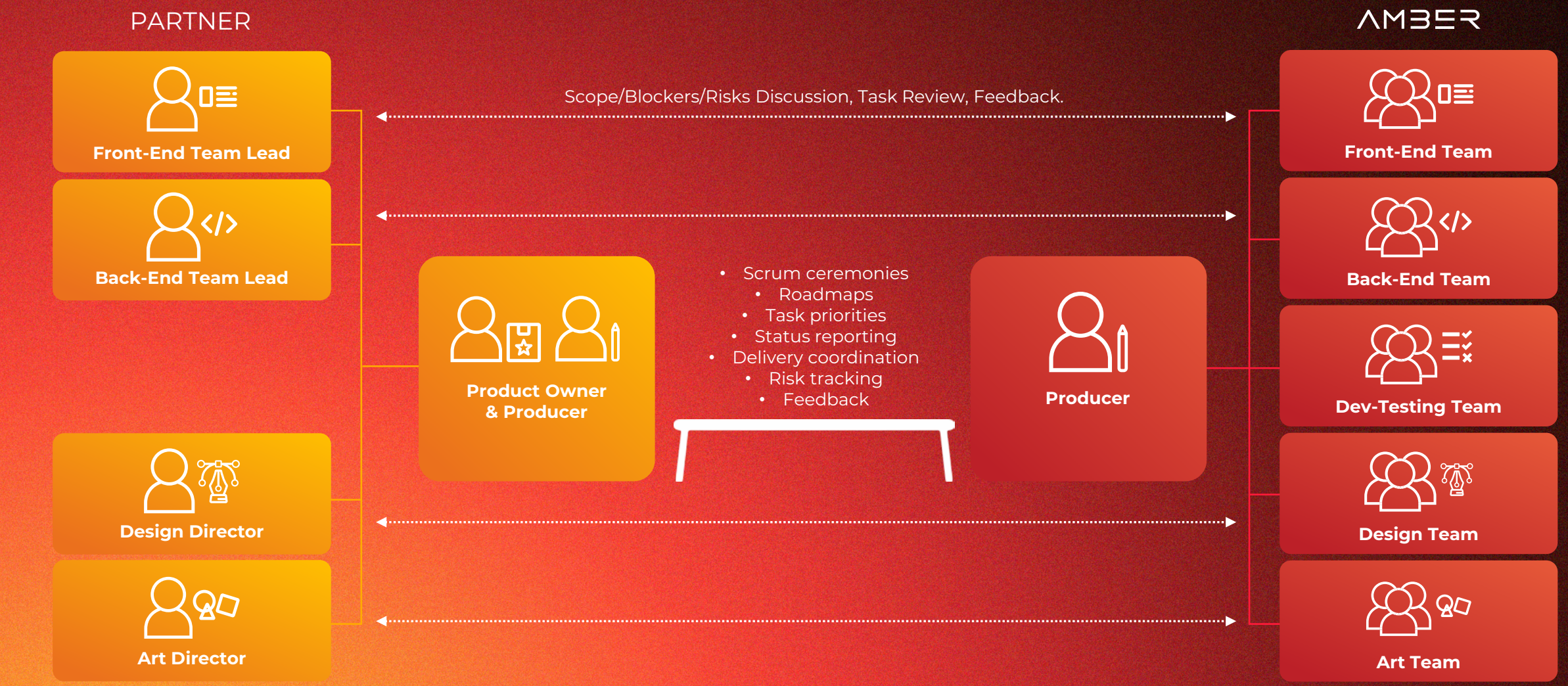
Jake Flint – IMANGI, Temple Run Series

Amber's team threw themselves into their collaboration with us. At every step, they were committed to getting us what we needed, as well as understanding and adapting to our ways of working. Their communication and professionalism was a genuine pleasure to experience."

John Lau - USTWO GAMES, Monument Valley 3

CO-DEVELOPMENT

Even when time isn't a pressing factor, getting everything up and running can be a challenging task. Amber is here as your co-development partner to boost delivery velocity, enhance your product with more features, or scale your team with global resources. We're ready to help.



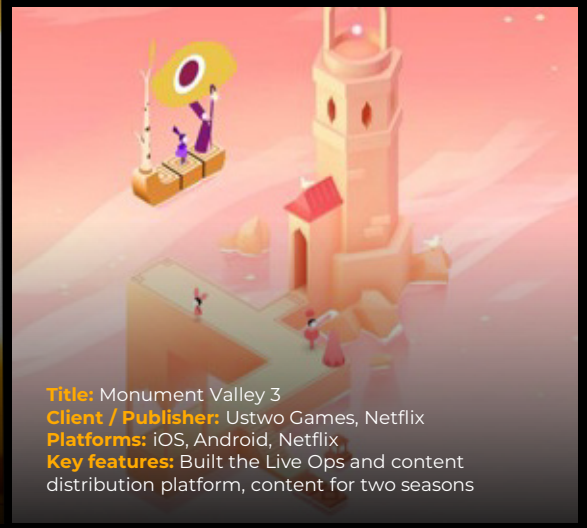
CO-DEVELOPMENT



Title: Gotham Knights
Client / Publisher: WB Games
Platforms: PS5, Xbox SX, PC - Unreal
Engineering: PhysX 4 integration, Custom cloth physics, Custom “batcycle” physics, Bug fixing
Environment art: Gotham City, Bowery District, Couldron District, Powers Club, Orchard Hotel, Clayface Heat Chamber, West End, Gotham Heights, Financial District, Dixon Docks



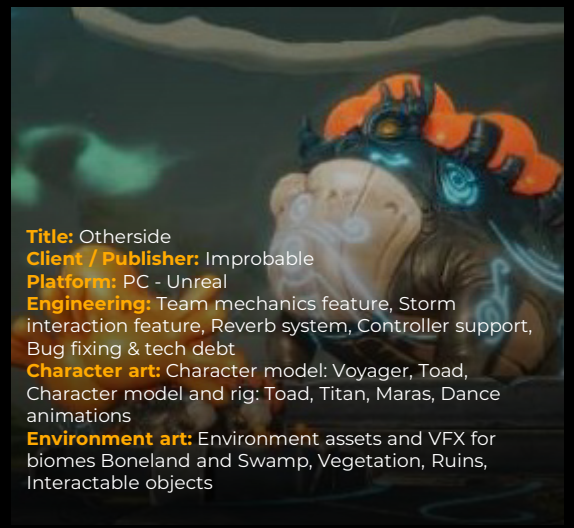
Title: Pac-Man Mega Tunnel Battle: Chomp Champs
Client / Publisher: Bandai Namco
Platforms: Switch, PS4, PS5, Xbox One, Xbox SX, PC - Unreal
Key features: Cross-play, missions, spectator mode, FTUE revamp, UI/UX redesign, ranked mode, custom lobbies, party mode, reactions, friends, backend migration, performance optimization, login service, localization system refactor, support for consoles and PC



Title: Monument Valley 3
Client / Publisher: Ustwo Games, Netflix
Platforms: iOS, Android, Netflix
Key features: Built the Live Ops and content distribution platform, content for two seasons



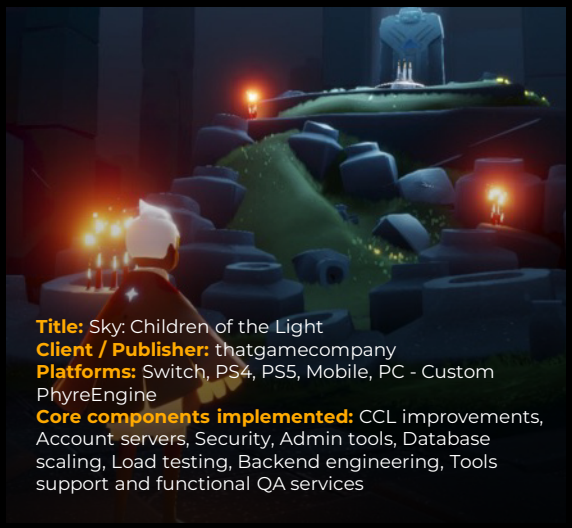
Title: Candy Crush Soda
Client / Publisher: King
Platform: Mobile - Custom Engine
Key features: Tech and tools support for level designers, level editor improvements, updates to web server application that provides content services



Title: Otherside
Client / Publisher: Improbable
Platform: PC - Unreal
Engineering: Team mechanics feature, Storm interaction feature, Reverb system, Controller support, Bug fixing & tech debt
Character art: Character model: Voyager, Toad, Character model and rig: Toad, Titan, Maras, Dance animations
Environment art: Environment assets and VFX for biomes Boneland and Swamp, Vegetation, Ruins, Interactable objects



Title: Candy Crush Saga
Client / Publisher: King
Platform: Mobile - Custom Engine
Key features: New engagement offer mechanic, new UI, A/B testing functionalities, monetization features, art production



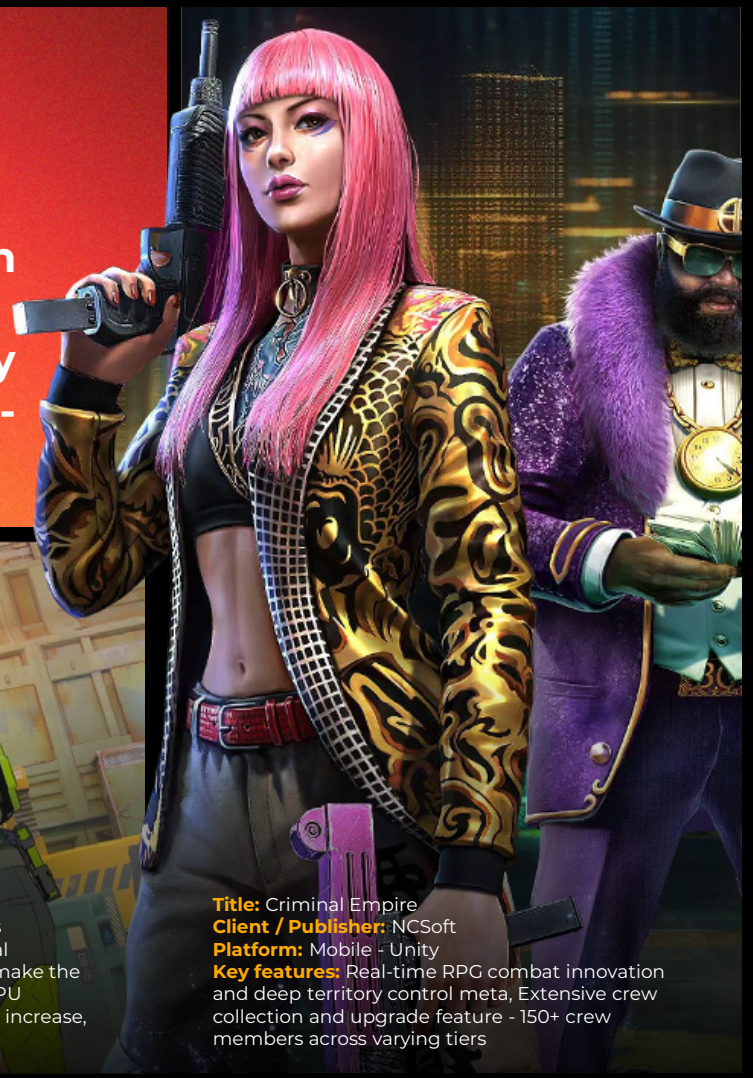
Title: Sky: Children of the Light
Client / Publisher: thatgamecompany
Platforms: Switch, PS4, PS5, Mobile, PC - Custom PhyreEngine
Core components implemented: CCL improvements, Account servers, Security, Admin tools, Database scaling, Load testing, Backend engineering, Tools support and functional QA services

CO-DEVELOPMENT



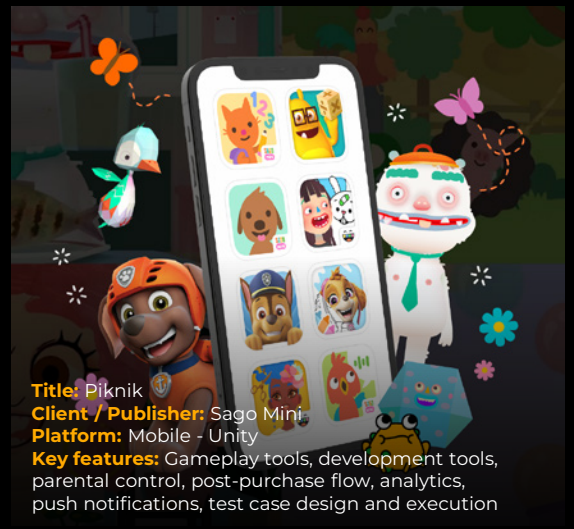
Title: 2XKO
Client / Publisher: Riot Games
Platform: Unreal
Key features: VFX concept art, motion concept, Material authoring, VFX templating, VFX development(Niagara particle authoring, polygonal effects, trails, flipbook) mesh & texture development

Scale your projects through AMBER's multidisciplinary custom develop-ment teams

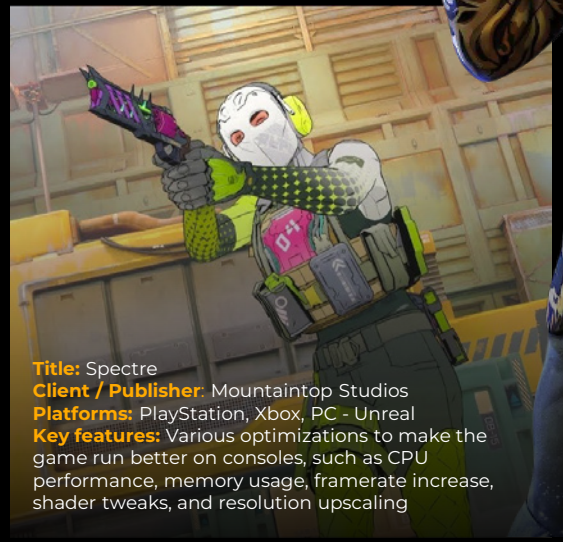




Title: Ark Dinosaur Battle
Client / Publisher: Studio Wildcard
Engine: PC - Unreal
Key features: Map with areas accessible only by certain dinosaur archetypes, 3 types of dinosaurs (Flanker - Raptor, Tank - Triceratops, DPS - T-rex) with fluid melee combat mechanics and unique skills and abilities, including flashy kill animations



Title: Piknik
Client / Publisher: Sago Mini
Platform: Mobile - Unity
Key features: Gameplay tools, development tools, parental control, post-purchase flow, analytics, push notifications, test case design and execution



Title: Spectre
Client / Publisher: Mountaintop Studios
Platforms: PlayStation, Xbox, PC - Unreal
Key features: Various optimizations to make the game run better on consoles, such as CPU performance, memory usage, framerate increase, shader tweaks, and resolution upscaling

Title: Criminal Empire
Client / Publisher: NCSoft
Platform: Mobile - Unity
Key features: Real-time RPG combat innovation and deep territory control meta, Extensive crew collection and upgrade feature - 150+ crew members across varying tiers



Title: UNREAL ENGINE 4
Client / Publisher: Epic Games
Platform: PC - Unreal
Key features: iOS logging, iOS console command, iOS safe area support, iOS iCloud save, Apple TV support, Android texture support, Shader compiler pipeline optimization, Rendering and input optimizations, Feature Level preview in tools

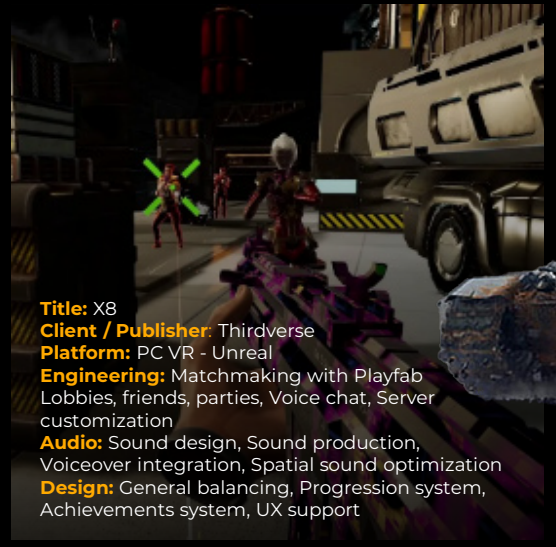
CO-DEVELOPMENT



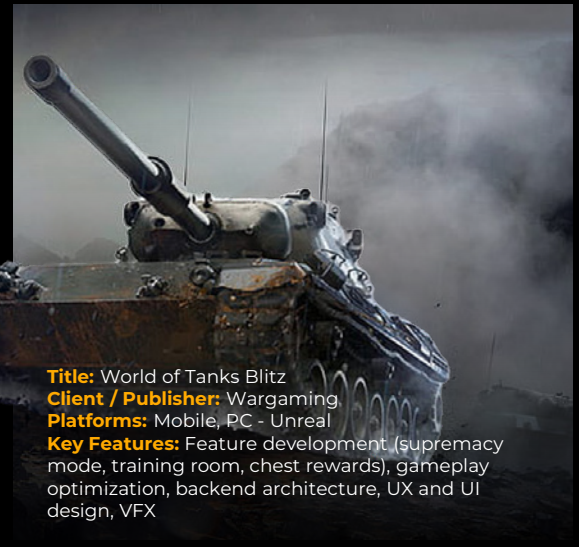
Title: Dawn of Defiance
Client / Publisher: Traega
Platform: PC - Unreal
Key features: AI for enemies, Quest system, Crafting system, Inventory system, Skill system, Equipment system, Level up system



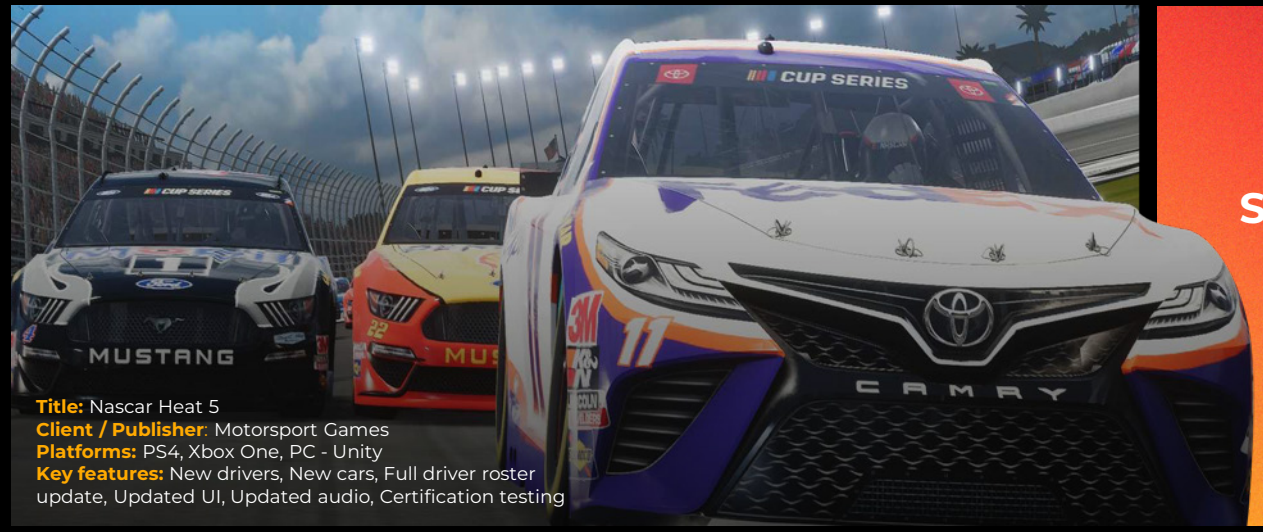
Title: War Commander: Rogue Assault
Client / Publisher: Kixeye
Platforms: Mobile, PC - Unity
Key features: Crafting, World map campaign, Building UX, Paragon levels, Defensive waves, Loot crates, MOTD



Title: X8
Client / Publisher: Thirdverse
Platform: PC VR - Unreal
Engineering: Matchmaking with Playfab Lobbies, friends, parties, Voice chat, Server customization
Audio: Sound design, Sound production, Voiceover integration, Spatial sound optimization
Design: General balancing, Progression system, Achievements system, UX support



Title: World of Tanks Blitz
Client / Publisher: Wargaming
Platforms: Mobile, PC - Unreal
Key Features: Feature development (supremacy mode, training room, chest rewards), gameplay optimization, backend architecture, UX and UI design, VFX



Title: Nascar Heat 5
Client / Publisher: Motorsport Games
Platforms: PS4, Xbox One, PC - Unity
Key features: New drivers, New cars, Full driver roster update, Updated UI, Updated audio, Certification testing

Scale your projects through AMBER's multidisciplinary custom development teams



Title: ZTX
Client / Publisher: ZTX
Platform: PC - Unity
Engineering: Game architecture, On-demand content delivery, Inventory system
Land creation, Avatar editor, Memory optimization
Audio: Stylistic exploration, Concept art for city, farm, and house, City layout, 3D buildings, houses, and house assets, Art performance tests
Design: House interior design, Farm level design, City level design

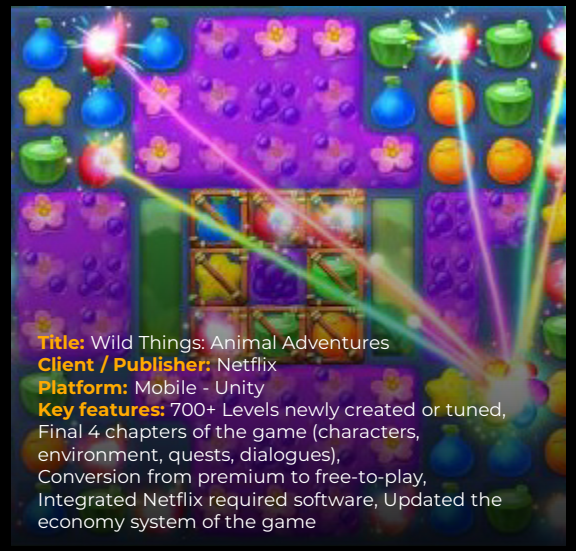
CO-DEVELOPMENT



Title: Squid Game: Unleashed
Client/Publisher: Netflix
Platform: Mobile - Unity
Key features: Squid Ladder, Shop, Parties, Character System, Main Menu, Settings, Gacha system, Challenges, Events, Mail, Inbox, News, MOTD, App Review, Telemetry for all developed features, various SDKs integrations (e.g. Helpshift, AppsFlyer), Debug Tools, Minigames development (bots behavior), Platform development (BackEnd development and support on various features), DevQA services.

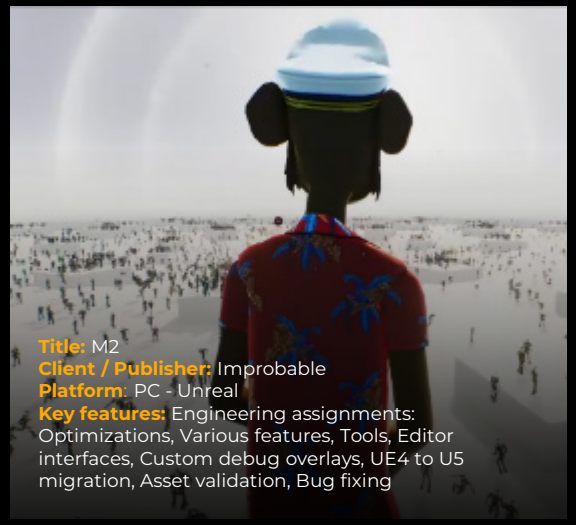


Title: Dungeon Boss
Client / Publisher: Boss Fight
Platform: Mobile - Unity
Key features: Live events, New heroes, New epic abilities, New meta features, Economy balancing

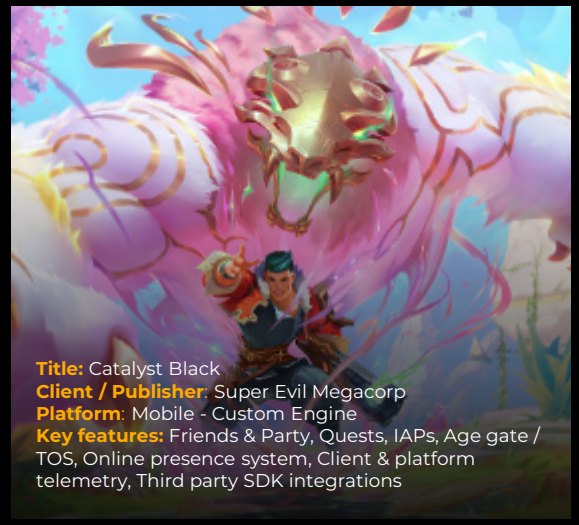


Title: Wild Things: Animal Adventures
Client / Publisher: Netflix
Platform: Mobile - Unity
Key features: 700+ Levels newly created or tuned, Final 4 chapters of the game (characters, environment, quests, dialogues), Conversion from premium to free-to-play, Integrated Netflix required software, Updated the economy system of the game

Scale your projects through AMBER's multidisciplinary custom development teams



Title: M2
Client / Publisher: Improbable
Platform: PC - Unreal
Key features: Engineering assignments: Optimizations, Various features, Tools, Editor interfaces, Custom debug overlays, UE4 to U5 migration, Asset validation, Bug fixing

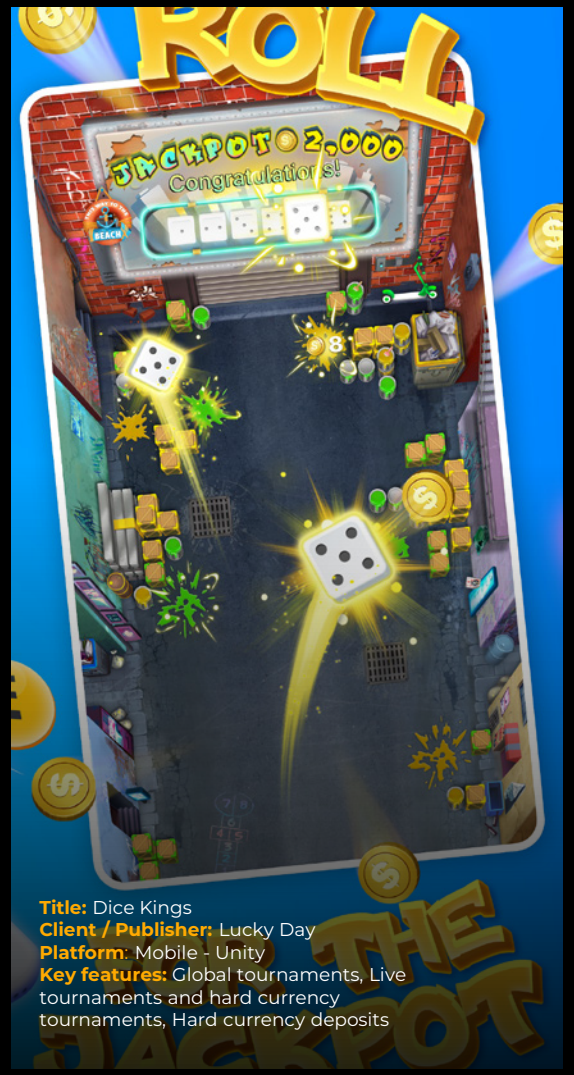


Title: Catalyst Black
Client / Publisher: Super Evil Megacorp
Platform: Mobile - Custom Engine
Key features: Friends & Party, Quests, IAPs, Age gate / TOS, Online presence system, Client & platform telemetry, Third party SDK integrations



Title: World of Outlaws: Dirt Racing '24
Client / Publisher: iRacing
Platforms: PS4, PS5, Xbox One, Xbox SX, PC - Unity
Key features: Career mode, challenge mode, anti-mod protection, three new race tracks, appearance packs, new menus, new UI for the whole game, performance optimization

CO-DEVELOPMENT



Title: Dice Kings
Client / Publisher: Lucky Day
Platform: Mobile - Unity
Key features: Global tournaments, Live tournaments and hard currency tournaments, Hard currency deposits

Scale your projects through AMBER's multidisciplinary custom development teams



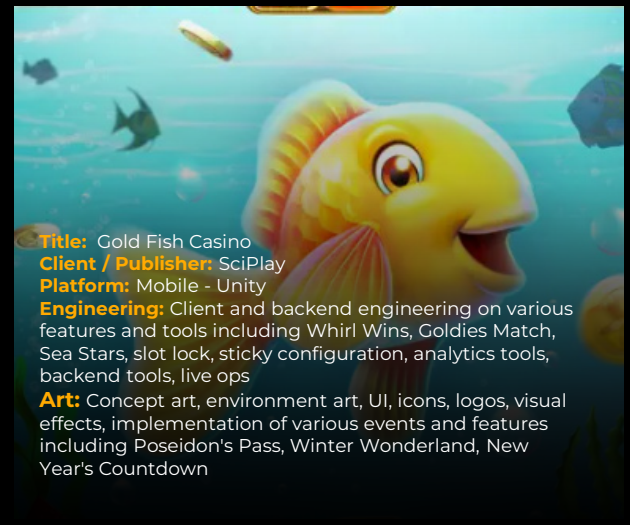
Title: Bingo Showdown
Client / Publisher: SciPlay
Platforms: Mobile, Web - Unity
Key features: Client and backend engineering on various features including Goldrush, Outlaws, theme-able chests, boosters, skip end-of-round stats



Title: Jackpot Party Casino
Client / Publisher: SciPlay
Platform: Mobile - Unity
Engineering: Client and backend engineering on features and tools including Diamond Pass, Global Leaderboard, Referral System, Premium Bingo, analytics, a/b testing, admin tools
Art: Concept art, environment art, UI, icons, logos, visual effects, texture sheets, implementation of dozens of events and features including Huff N Puff, Valentines, Thanksgiving, Halloween



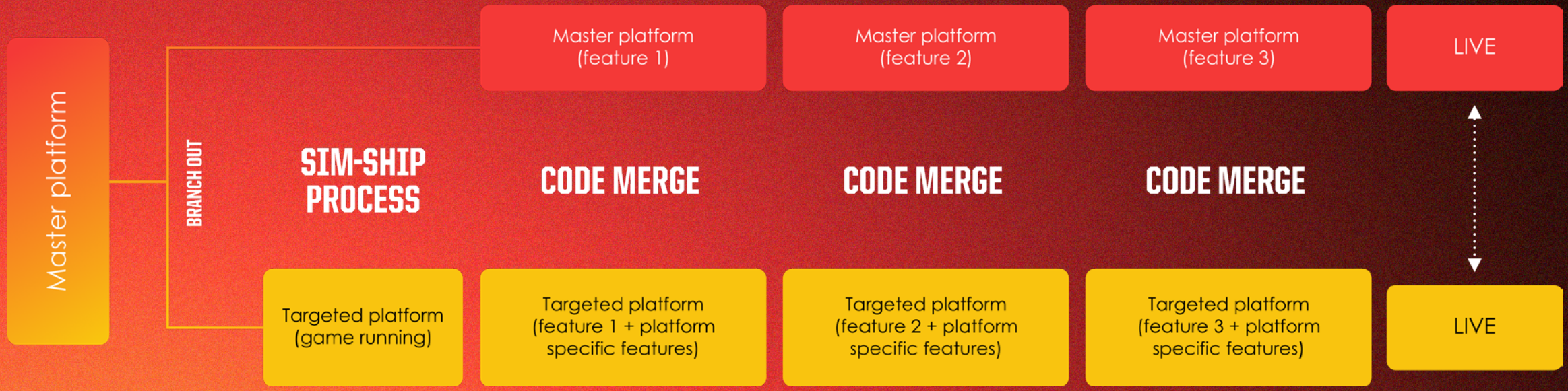
Title: 88 Fortunes Casino
Client / Publisher: SciPlay
Platform: Mobile - Unity
Key features: Progressive jackpot, triggered chest boosters, chest express, chest burst, chest bonanza, blitz & chips explosion, auto-scale UI to screen sizes, art tools, math for animations, user categorization for A/B testing



Title: Gold Fish Casino
Client / Publisher: SciPlay
Platform: Mobile - Unity
Engineering: Client and backend engineering on various features and tools including Whirl Wins, Goldies Match, Sea Stars, slot lock, sticky configuration, analytics tools, backend tools, live ops
Art: Concept art, environment art, UI, icons, logos, visual effects, implementation of various events and features including Poseidon's Pass, Winter Wonderland, New Year's Countdown

PLATFORM CONVERSION

Getting to as many customers as possible is key in today's market and products are evolving to become platform-independent. Whether they are live or still in development, if you are thinking of expanding your reach into the industry, Amber is here for you. Working closely with your team or doing it all on our own, we guarantee the best experience for your audience.



PLATFORM CONVERSION

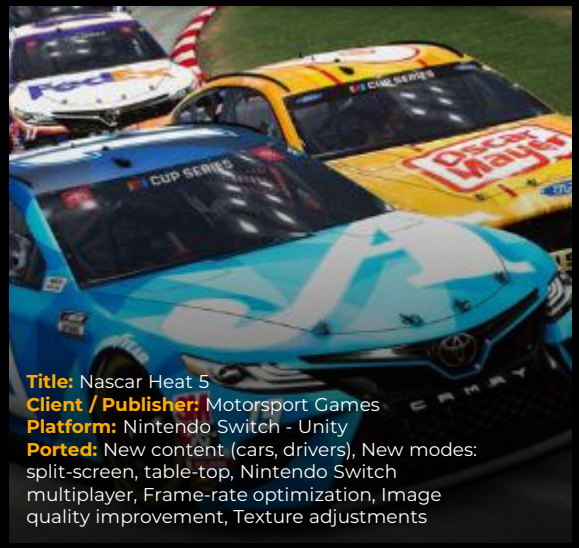


Title: Frozen Free Fall
Client / Publisher: Disney
Platform: PC - Unity
Ported: Dynamic screen rescaling, Windows specific features (i.e. live tiles and charms menu), Performance optimizations, In-App purchases, Social features, Development, Functional and certification testing

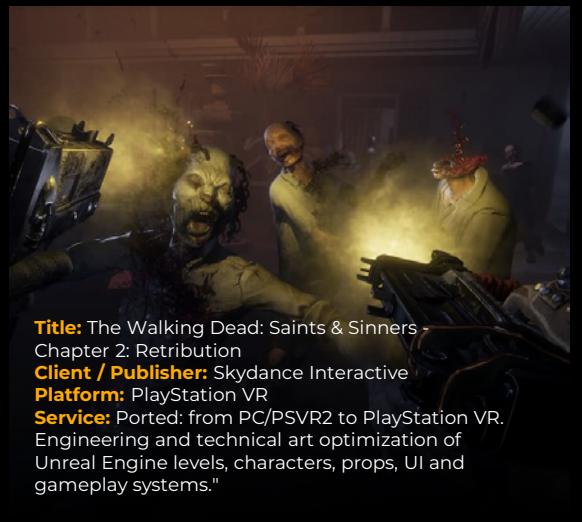
Unleash the full potential of cross-platform gaming with Amber's mastery of platform conversion



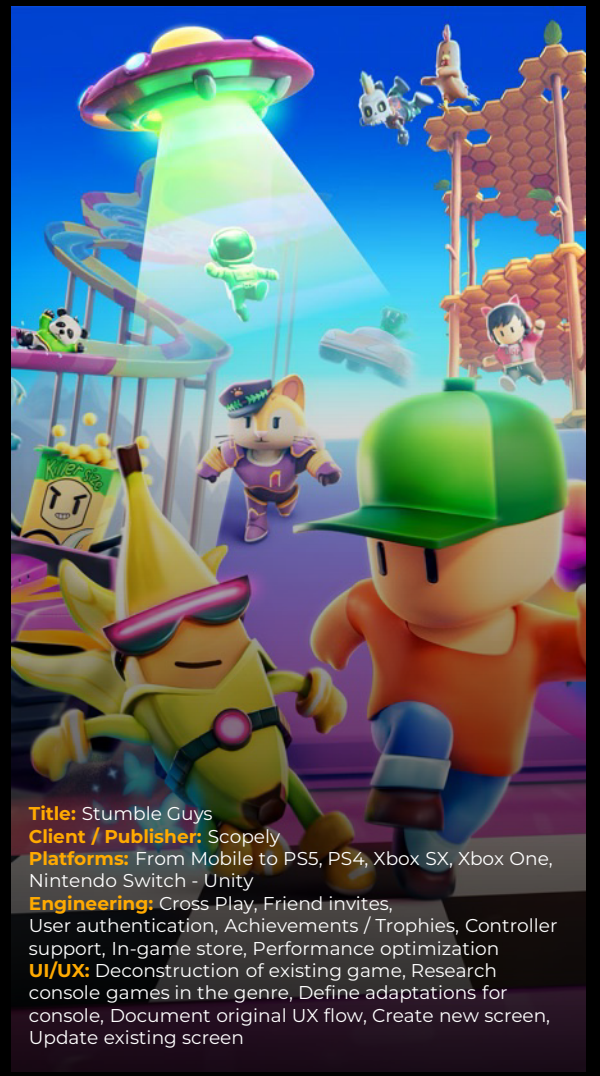
Title: Totally Reliable Delivery Service
Client / Publisher: tinyBuild
Platforms: from PC to PS4, Xbox One, Nintendo Switch - Unity



Title: Nascar Heat 5
Client / Publisher: Motorsport Games
Platform: Nintendo Switch - Unity
Ported: New content (cars, drivers), New modes: split-screen, table-top, Nintendo Switch multiplayer, Frame-rate optimization, Image quality improvement, Texture adjustments



Title: The Walking Dead: Saints & Sinners - Chapter 2: Retribution
Client / Publisher: Skydance Interactive
Platform: PlayStation VR
Service: Ported: from PC/PSVR2 to PlayStation VR. Engineering and technical art optimization of Unreal Engine levels, characters, props, UI and gameplay systems."



Title: Stumble Guys
Client / Publisher: Scopely
Platforms: From Mobile to PS5, PS4, Xbox SX, Xbox One, Nintendo Switch - Unity
Engineering: Cross Play, Friend invites, User authentication, Achievements / Trophies, Controller support, In-game store, Performance optimization
UI/UX: Deconstruction of existing game, Research console games in the genre, Define adaptations for console, Document original UX flow, Create new screen, Update existing screen

PLATFORM CONVERSION



Title: NASCAR Rivals
Client / Publisher: Motorsport Games
Platform: Nintendo Switch - Unity
Ported: Switch Wheel controller, New feature rear view mirror, New cars, drivers, tracks, New challenges, Revamped paint booth, Three DLCs with additional content, Driver roster update, UI refresh, Performance optimization, Visual improvements, Cartridge file size optimization, Certification testing



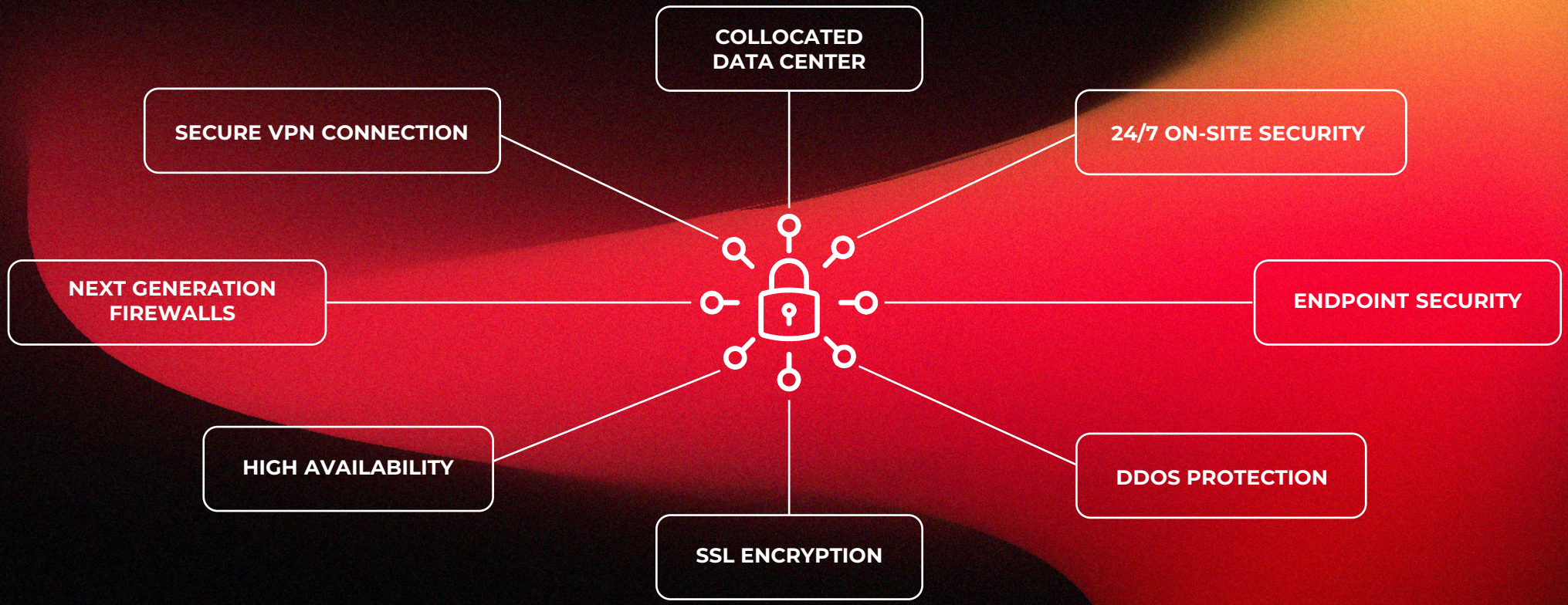
Title: Bad North
Client / Publisher: Raw Fury
Platform: Mobile - Unity
Ported: Integrated MSDK libraries for feature customization: location, data storage, user authorization, store and social, Integrated Paywall system on Android, Code optimizations, Unity version update, Texture compressions, Draw calls reduced, Device tier setup for optimal balance between performance and visual aspect

Unleash the full potential of cross-platform gaming with Amber's mastery of platform conversion



Title: World of Outlaws: Dirt Racing 23'
Client / Publisher: iRacing
Platform: Nintendo Switch - Unity
Ported: Two-player split-screen, Online multiplayer, Accelerometer and vibration, UI and audio update, Support for table-top and handheld, Optimizations for fps, memory usage, textures, shaders, lighting, meshes, Certification testing

SECURITY


COLLOCATED DATA CENTER
SECURE VPN CONNECTION
24/7 ON-SITE SECURITY
NEXT GENERATION FIREWALLS
ENDPOINT SECURITY
HIGH AVAILABILITY
DDOS PROTECTION
SSL ENCRYPTION

CO-DEVELOPMENT LEADERSHIP



IULIAN ANTON
HEAD OF PRODUCT
DEVELOPMENT SOLUTIONS



TIAGO FERNANDES
HEAD OF
CO-DEVELOPMENT



KRISTOFER EGGLESTON
HEAD OF
ART PRODUCTION



RADU DOROFTEI
HEAD OF
DESIGN SERVICES



ADRIAN CHELU
TECHNICAL DIRECTOR,
CO-DEVELOPMENT



OLEKSII PLANIDA
TECHNICAL DIRECTOR,
CO-DEVELOPMENT



LUPE MEDINA
TECHNICAL DIRECTOR,
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FLORIN IANCU
PRODUCER,
CO-DEVELOPMENT



ANCA ANGHELAHAR
PRODUCER,
CO-DEVELOPMENT



Andrés Rivera Aragón
PRODUCER,
CO-DEVELOPMENT

THANK YOU!



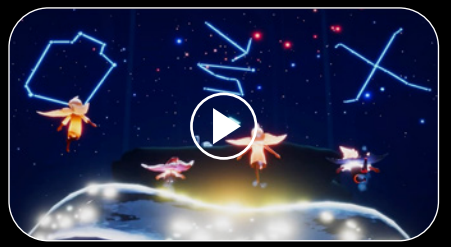
ANDREEA ENACHE
Chief Revenue Officer



IOANA POHONTU
BD Manager

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