

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.

CANADIAN STUDIO, WORLDWIDE REACH

BOUTIQUE VALUE

In-game LQA testing at our Localization lab in Montreal

An award-winning team of Localization veterans

Best in class technology & proprietary tools

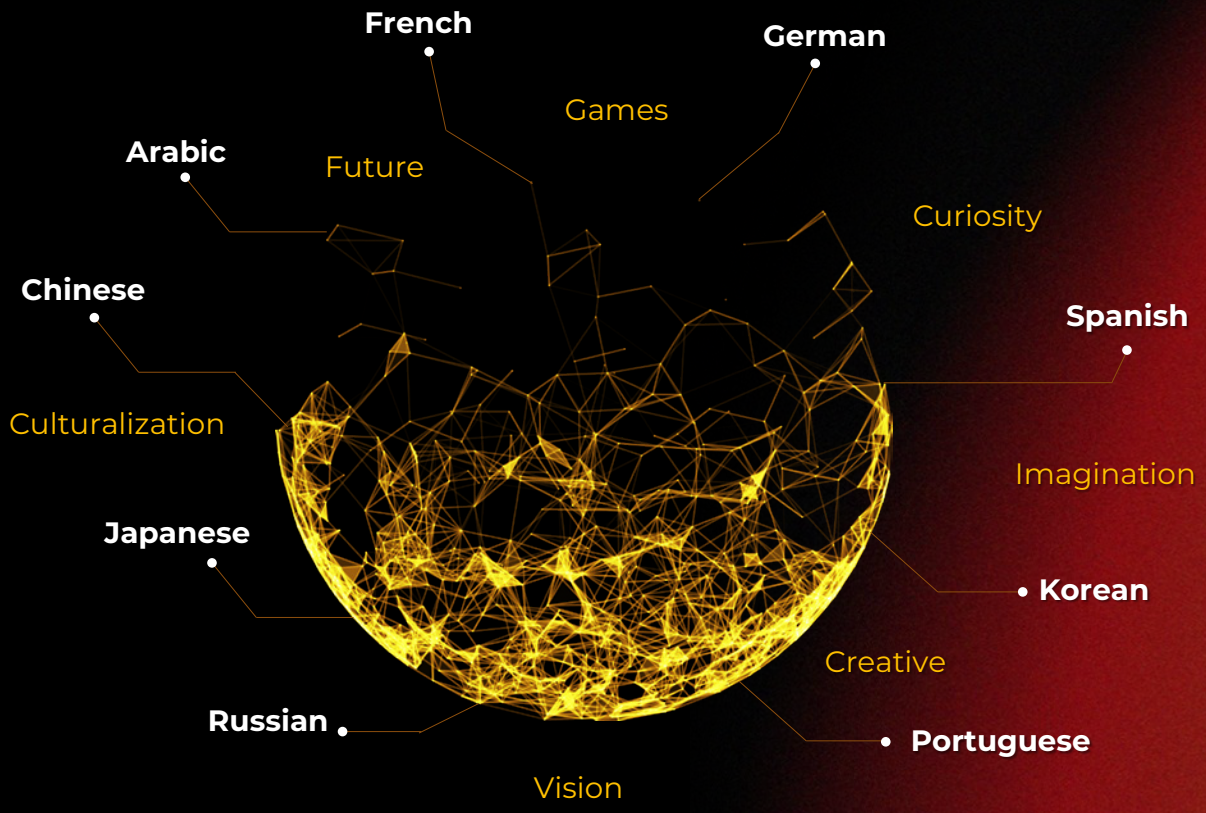
A secure, iterative process with built-in redundancies to ensure quality







GAMING EXPERIENCE
LOCALIZATION EXPERIENCE



Amber Localization use a team of freelance professionals to rely on the most veteran video game contributors worldwide.

- We suggest accounting for 1500 to 4500 words per business day, w. a 48h minimum deadline.
- Premium TEP localization (2 steps), Editing/Proofreading (1 step), Terminology, LQA (in-game testing), Certification, and I18n consulting.
- If we handle both LOC & LQA, we make sure to update linguistic issues in all databases ourselves to reduce client's burden.

LOC – LOCALIZE YOUR GAME

Stay true to your vision in all languages & regions

LQA – TEST IT FOR RELEASE

Target issues before they undermine your game's playability & reputation

INT – I18N* CONSULTING

Get the necessary insight to adapt to local challenges

*Internationalization

CHECK OUT THE FUNDAMENTALS OF OUR STYLE & VALUE

All individuals on your project can be **named**, and their professional experience in linguistics and video games **demonstrated.**

Fully equipped with specialized tools to **curate & protect your content,** including code and data (such as MemoQ, JIRA, etc.).

Subsequent corrections (e.g. LQA) are **applied in all databases** so they don't reappear in following updates.

The LQA testing team works **together in-game** to crosscheck issues and offer solutions in all languages.

Project **management supports** your team on Slack with their experience, even when you're not currently localizing.

AN ITERATIVE PARTNER THAT CARES ABOUT THE GAME & SERVICE BEYOND TIME & MATERIAL

MOST AGENCIES / LSPs

Understand the linguistics well, but little about video game production

Translation Localization → ? → Linguistic checks

Offer a faceless, disconnected process that never looks back

AMBER

New Features → I18n Consulting

TM & Terminology Curation

Premium Localization

In-game LQA Testing

TAKE THEIR WORD FOR IT
A GROWING LIST OF SATISFIED PARTNERS



Imangi Studios



sandsoft



Black Salt Games

HuMANATURE STUDIOS

"OMG! I can't believe you guys translated our game into 15 languages in under a week. I have no idea how you did that, but you helped us meet our milestone, and you even let us throw things at you last minute we had forgotten, and you kept costs down to a minimum for us. You guys are truly amazing."
- **Greg Johnson (Game Designer – HumaNature Studios)**

STEEL WOOL STUDIOS

"I want to thank all of you guys for all the hard work and hustle you put in getting this game LQA tested and making sure everything is the best it could possibly be. [...] I wanted to make sure you all know how much we appreciate everything you did for this project! Expanding our games into as many regions and languages as we can is a personal passion of mine, and I'm so happy we were able to work together to make that happen. We would love to work again on future projects, so keep an eye out for messages from me in the future!"
- **Grant Steiner (Release Manager – Steel Wool Studios)**

TAKE THEIR WORD FOR IT
A GROWING LIST OF SATISFIED PARTNERS

relic ENTERTAINMENT









SECRET
MODE

THANK YOU!



JOHN W. PARK
Localization Studio Leader

www.amberstudio.com

New biz enquiries: bizdev@amberstudio.com



Experience our latest company reel