

# AMBER

## ART PRODUCTION

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



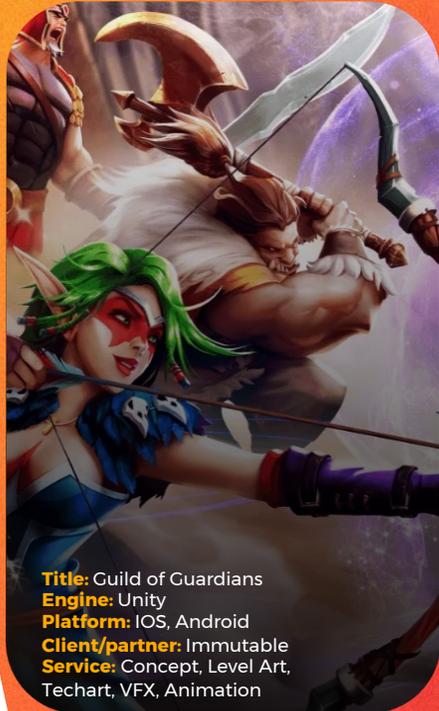
**Title:** 2KXO  
**Engine:** Unreal  
**Platform:** PC, Console  
**Client/partner:** RIOT Games  
**Service:** Concept Art



**Title:** Gotham Knights  
**Engine:** Unreal  
**Platform:** PC, Console  
**Client/partner:** WB Games  
**Service:** Level Art



**Title:** Mighty Doom  
**Engine:** Unity  
**Platform:** IOS, Android  
**Client/partner:** Bethesda  
**Service:** Level Art



**Title:** Guild of Guardians  
**Engine:** Unity  
**Platform:** IOS, Android  
**Client/partner:** Immutable  
**Service:** Concept, Level Art, Techart, VFX, Animation



**Title:** Pogo Games  
**Engine:** COCOS  
**Platform:** IOS, Android  
**Client/partner:** EA Games  
**Service:** Illustration



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

### STUDIO LEADERSHIP



**KRISTOFER EGGLESTON**  
HEAD OF ART PRODUCTION



**CARLOS TENORIO**  
EXECUTIVE PRODUCER



**RADU HENEGAR**  
ART PRODUCER



**JORGE AGUILLAR**  
ART DIRECTOR



New biz enquiries: [bizdev@amberstudio.com](mailto:bizdev@amberstudio.com)

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