



AMBER

OVERVIEW DECK

CO-DEVELOPMENT



CORE STRENGTHS



Global Presence

with flexible and scalable teams
(850+ staff across 9 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



Trusted by
Partners

Service Partner



2025



2025



2024



2023

Recognized
by Peers





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

● Product Development ● Development Services



CREATIVE STUDIOS



Karaoke

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*



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*



Avalon

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



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



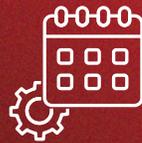
Turnkey
Co-development



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



NETFLIX



NBCUniversal



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 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



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



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 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



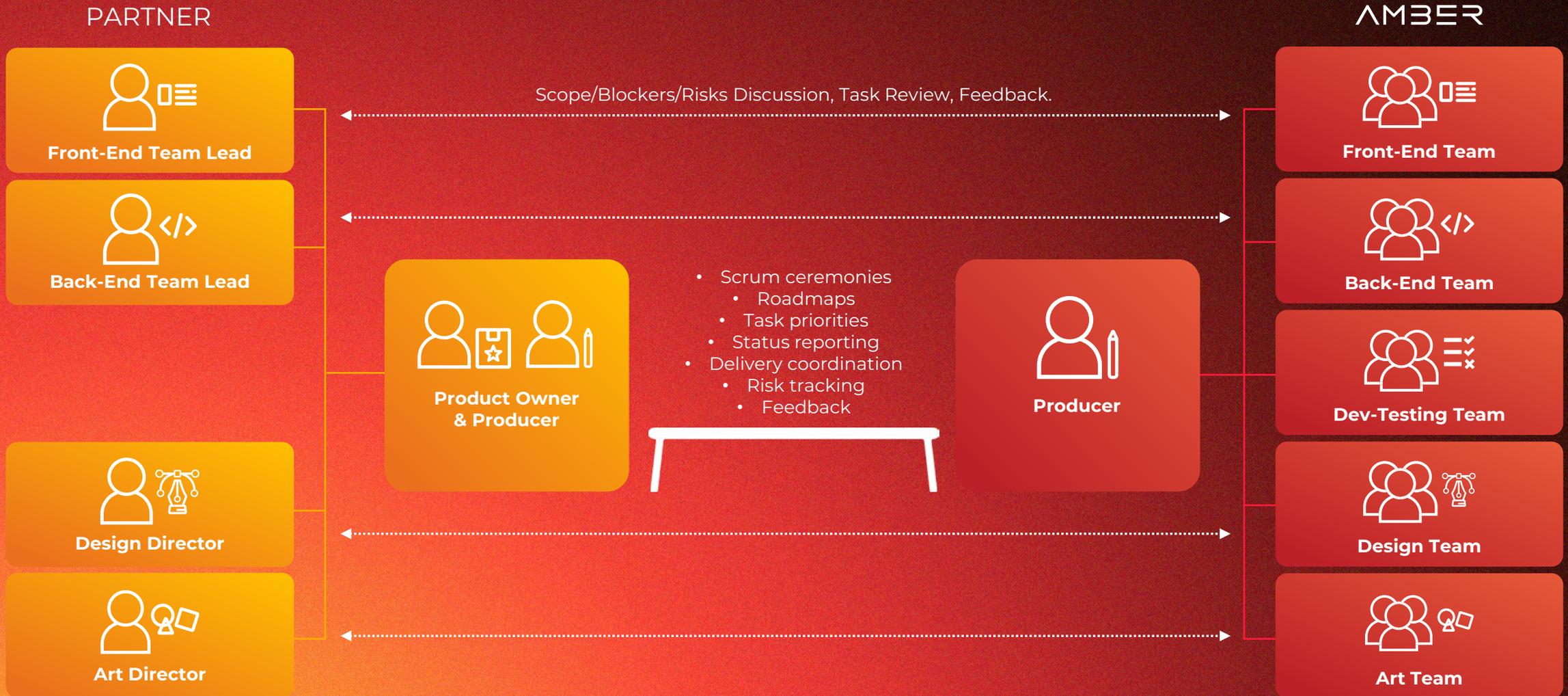
Amber's team threw themselves into their collaboration with us. At every step, they were committed to getting us what we needed, as well as understanding and adapting to our ways of working. Their communication and professionalism was a genuine pleasure to experience."

John Lau - USTWO GAMES, Monument Valley 3



CO-DEVELOPMENT

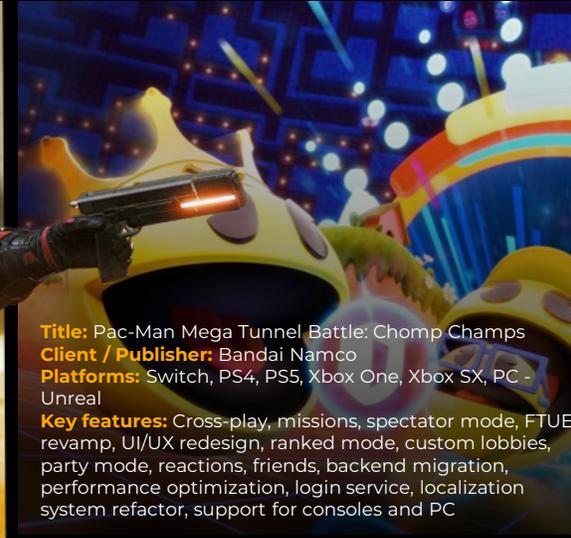
Even when time isn't a pressing factor, getting everything up and running can be a challenging task. Amber is here as your co-development partner to boost delivery velocity, enhance your product with more features, or scale your team with global resources. We're ready to help.



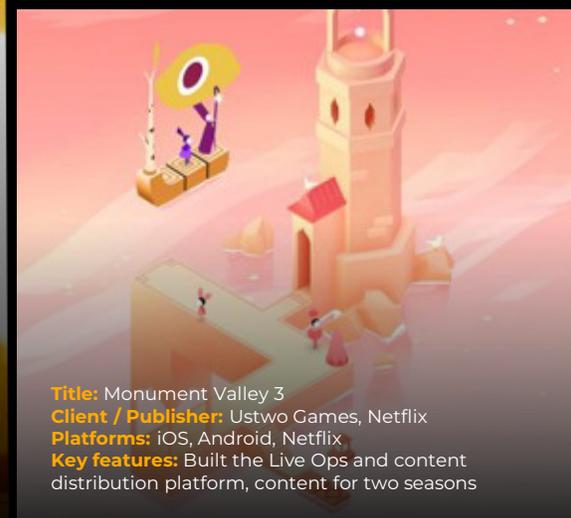
CO-DEVELOPMENT



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, Coudron 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



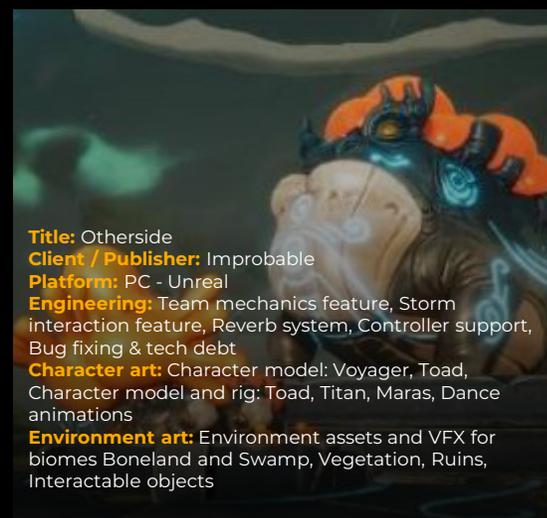
Title: Monument Valley 3
Client / Publisher: Ustwo Games, Netflix
Platforms: iOS, Android, Netflix
Key features: Built the Live Ops and content distribution platform, content for two seasons



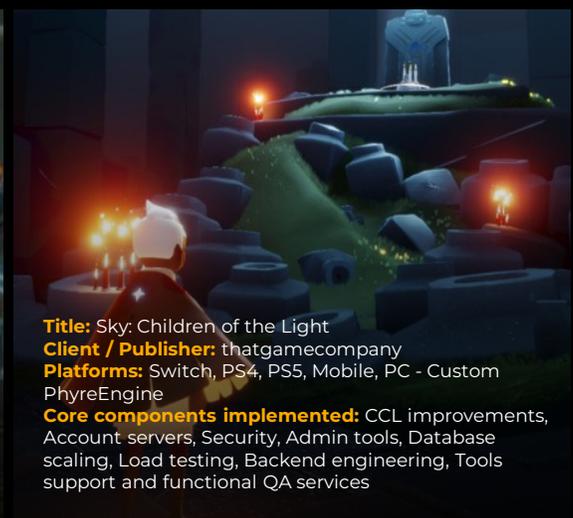
Title: Candy Crush Soda
Client / Publisher: King
Platform: Mobile - Custom Engine
Key features: Tech and tools support for level designers, level editor improvements, updates to web server application that provides content services



Title: 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



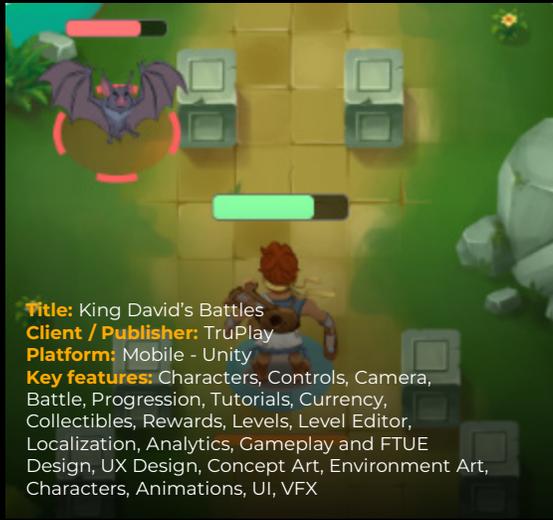
Title: Otherside
Client / Publisher: Improbable
Platform: PC - Unreal
Engineering: Team mechanics feature, Storm interaction feature, Reverb system, Controller support, Bug fixing & tech debt
Character art: Character model: Voyager, Toad, Character model and rig: Toad, Titan, Maras, Dance animations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



Title: 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: King David's Battles
Client / Publisher: TruPlay
Platform: Mobile - Unity
Key features: Characters, Controls, Camera, Battle, Progression, Tutorials, Currency, Collectibles, Rewards, Levels, Level Editor, Localization, Analytics, Gameplay and FTUE Design, UX Design, Concept Art, Environment Art, Characters, Animations, UI, VFX

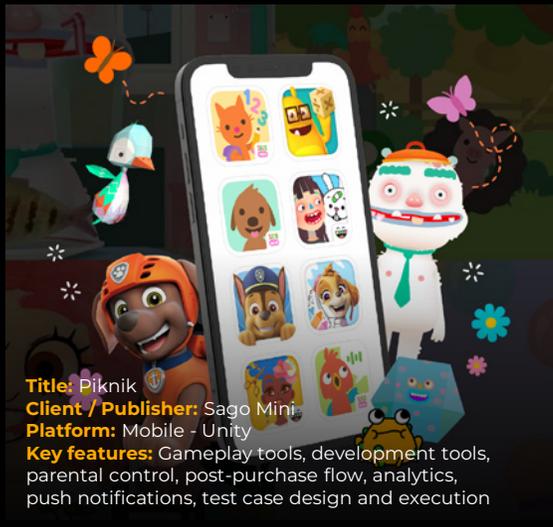
Scale your projects through AMBER's multidisciplinary custom development teams



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



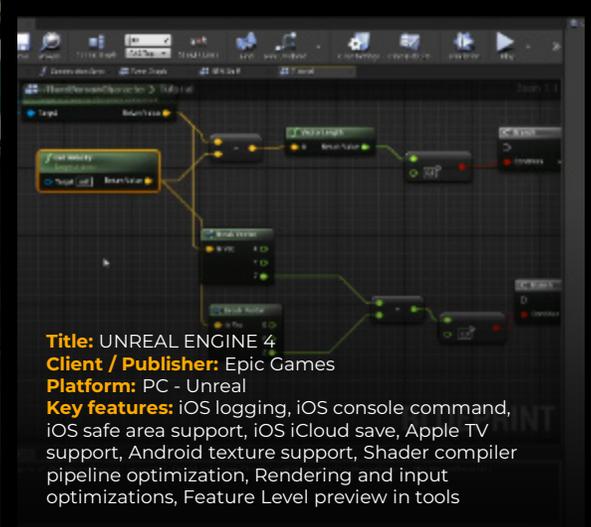
Title: Ark Dinosaur Battle
Client / Publisher: Studio Wildcard
Engine: PC - Unreal
Key features: Map with areas accessible only by certain dinosaur archetypes, 3 types of dinosaurs (Flanker - Raptor, Tank - Triceratops, DPS - T-rex) with fluid melee combat mechanics and unique skills and abilities, including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



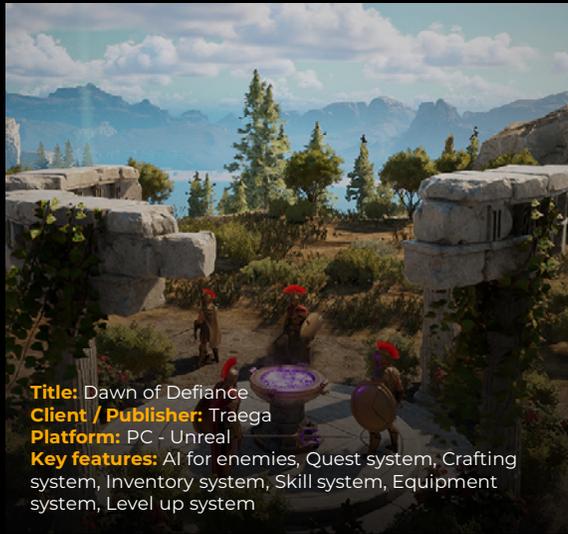
Title: Spectre
Client / Publisher: Mountaintop Studios
Platforms: PlayStation, Xbox, PC - Unreal
Key features: Various optimizations to make the game run better on consoles, such as CPU performance, memory usage, framerate increase, shader tweaks, and resolution upscaling



Title: 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



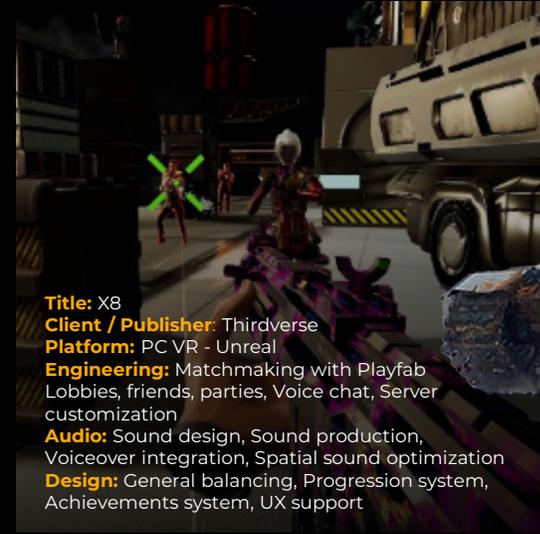
CO-DEVELOPMENT



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



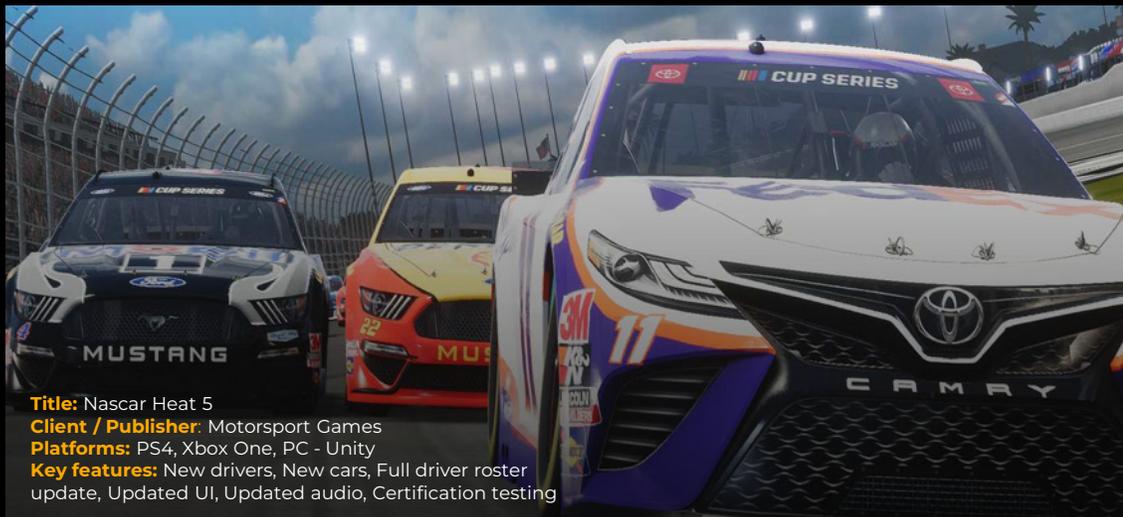
Title: War Commander: Rogue Assault
Client / Publisher: Kixeye
Platforms: Mobile, PC - Unity
Key features: Crafting, World map campaign, Building UX, Paragon levels, Defensive waves, Loot crates, MOTD



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.

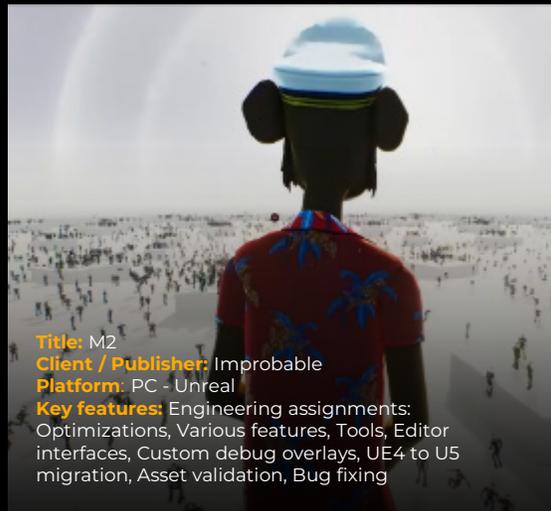


Title: Dungeon Boss
Client / Publisher: Boss Fight
Platform: Mobile - Unity
Key features: Live events, New heroes, New epic abilities, New meta features, Economy balancing

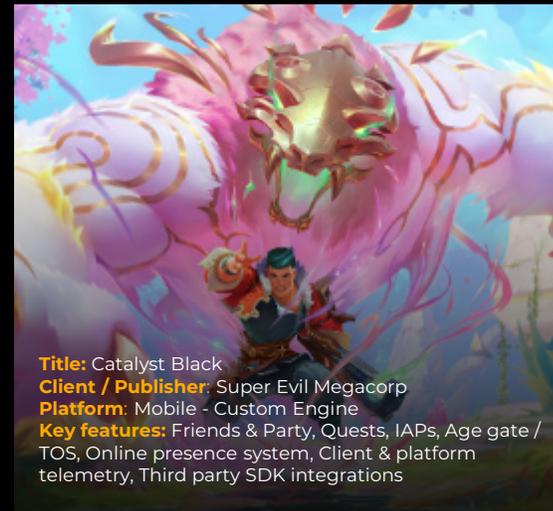


Title: Wild Things: Animal Adventures
Client / Publisher: Netflix
Platform: Mobile - Unity
Key features: 700+ Levels newly created or tuned, Final 4 chapters of the game (characters, environment, quests, dialogues), Conversion from premium to free-to-play, Integrated Netflix required software, Updated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

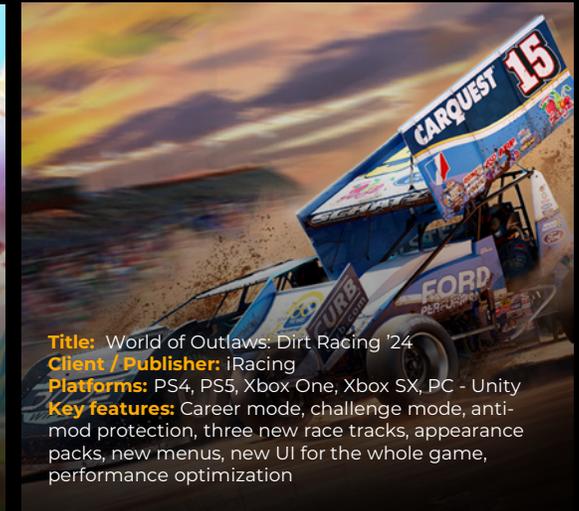
Scale your projects through AMBER's multidisciplinary custom development teams



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



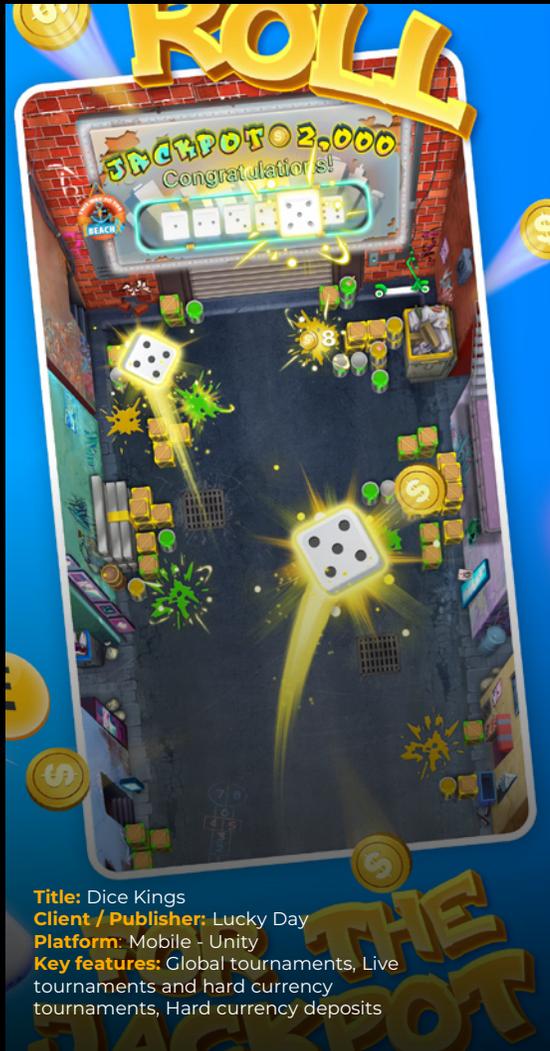
Title: Catalyst Black
Client / Publisher: Super Evil Megacorp
Platform: Mobile - Custom Engine
Key features: Friends & Party, Quests, IAPs, Age gate / TOS, Online presence system, Client & platform telemetry, Third party SDK integrations



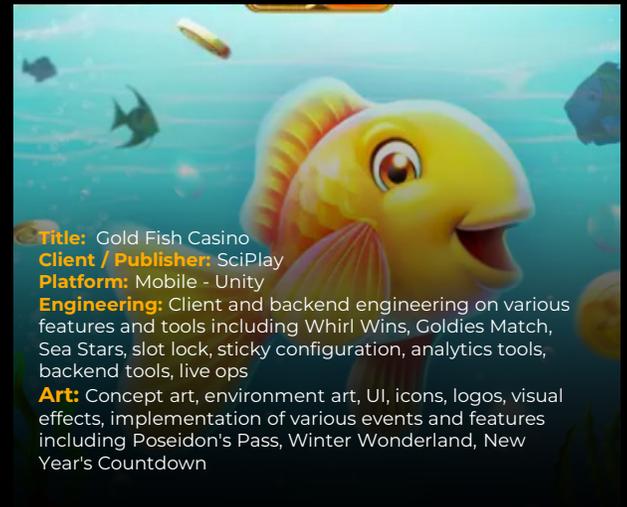
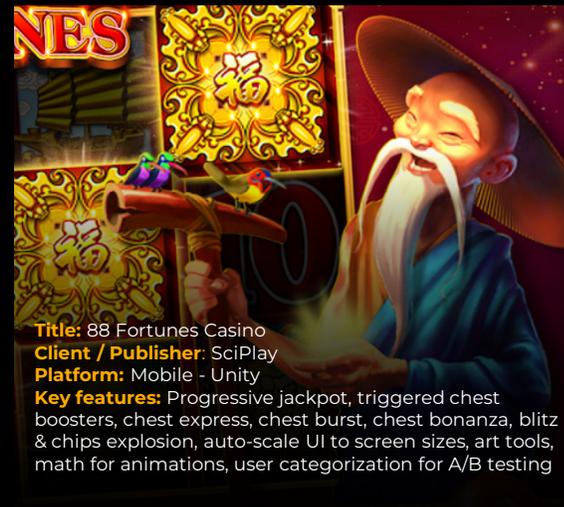
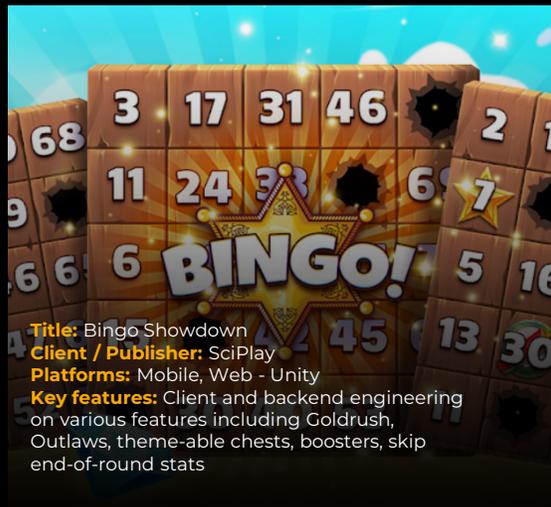
Title: World of Outlaws: Dirt Racing '24
Client / Publisher: iRacing
Platforms: PS4, PS5, Xbox One, Xbox SX, PC - Unity
Key features: Career mode, challenge mode, anti-mod protection, three new race tracks, appearance packs, new menus, new UI for the whole game, performance optimization



CO-DEVELOPMENT

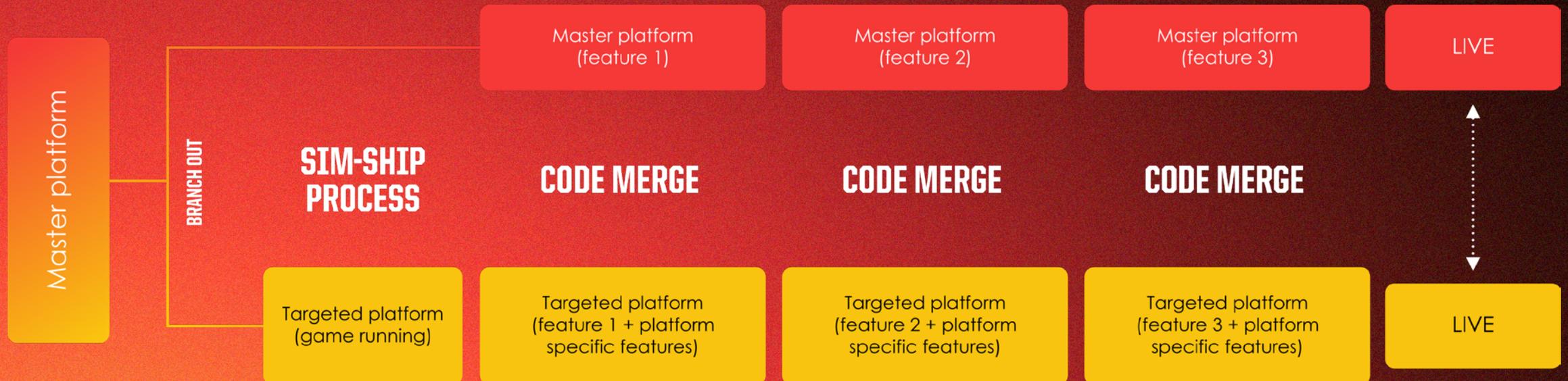


Scale your projects through AMBER's multidisciplinary custom development teams



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.

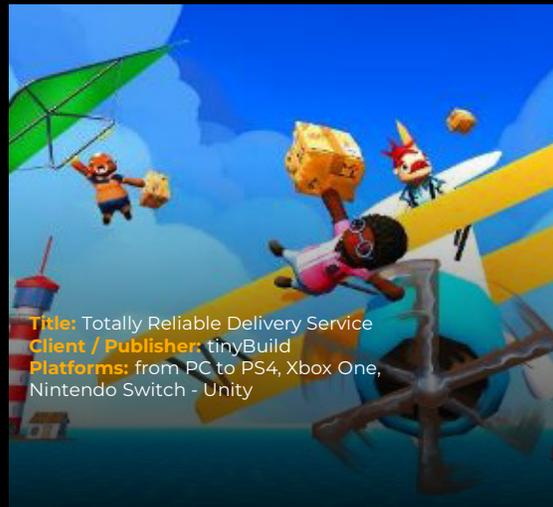


PLATFORM CONVERSION



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

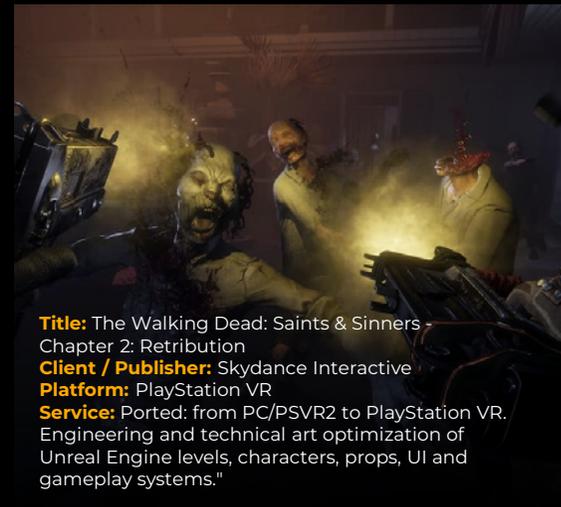
Unleash the full potential of cross-platform gaming with Amber's mastery of platform conversion



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



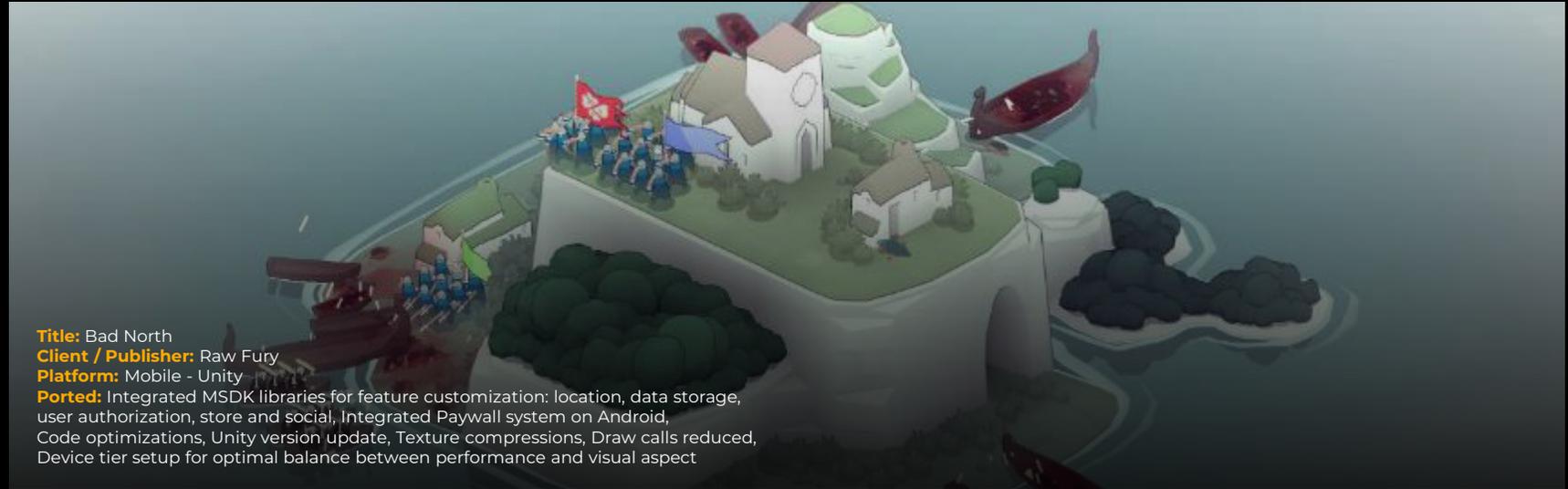
Title: The Walking Dead: Saints & Sinners Chapter 2: Retribution
Client / Publisher: Skydance Interactive
Platform: PlayStation VR
Service: Ported: from PC/PSVR2 to PlayStation VR. Engineering and technical art optimization of Unreal Engine levels, characters, props, UI and gameplay systems."



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



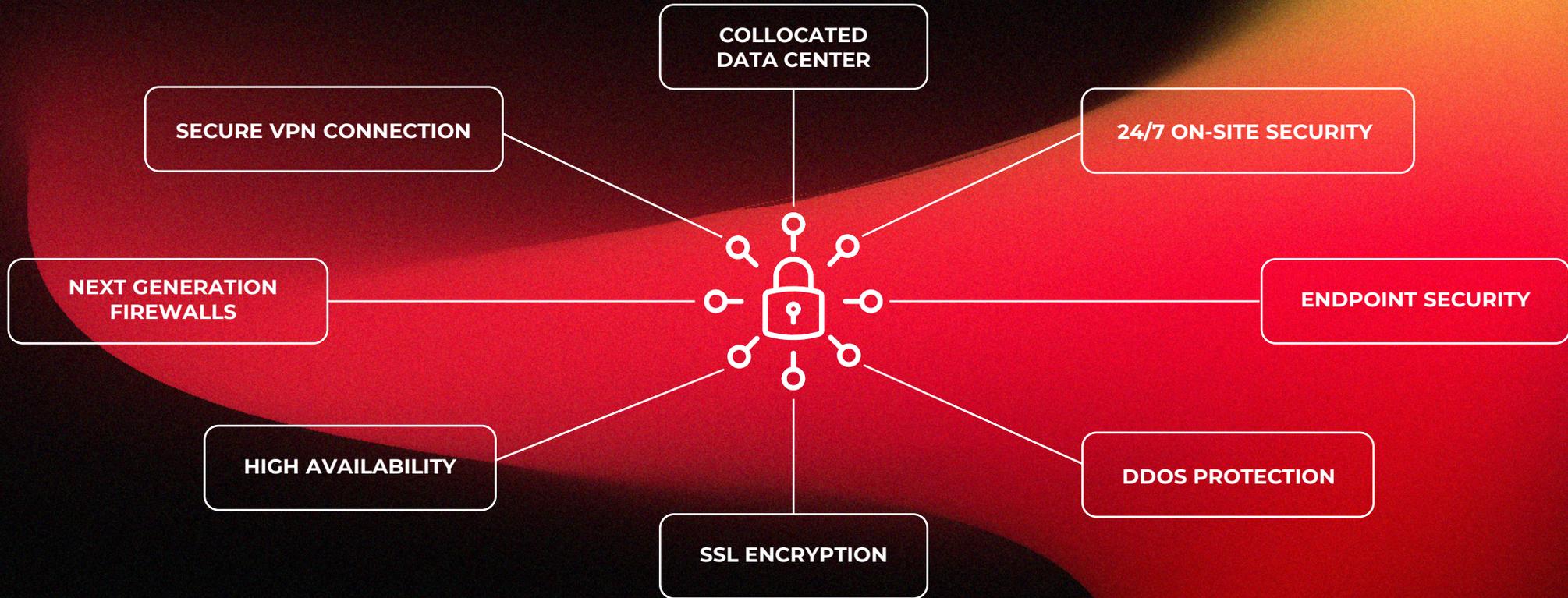
PLATFORM CONVERSION



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



SECURITY



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,
CO-DEVELOPMENT



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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