
AMBER
CONSOLE DEVELOPMENT & PORTING
01:23
570,703
PERFECT!
CHAIN: 131
HOLD
NEXT
BPM
168

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




"Amber has been a truly collaborative partner in creating a unique and groundbreaking experience. They are responsive, communicative, and thoughtful, approaching challenges head-on and always delivering high-quality results. I'd not hesitate to recommend them as a partner for any project."

Jason Haber, Executive Producer - AMAZON GAMES STUDIOS

"Amber has been an invaluable partner for 2XKO, providing exceptional VFX art services. Their ability to source incredible talent has helped us consistently deliver on our demanding art style needs at sustainable costs. These artists collaborate closely with our internal team and have been instrumental in evolving our VFX pipeline with exceptional 2D VFX concept art and then executing on these ideas with 3D VFX and hand animated flip book effects. Amber has also been an absolute pleasure to work with on the business side. Their adaptability to client needs is commendable, and I wholeheartedly recommend them for any project."

Hai Phan, Director Art Outsourcing - RIOT GAMES

"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, Lead Producer - USTWO GAMES

"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."

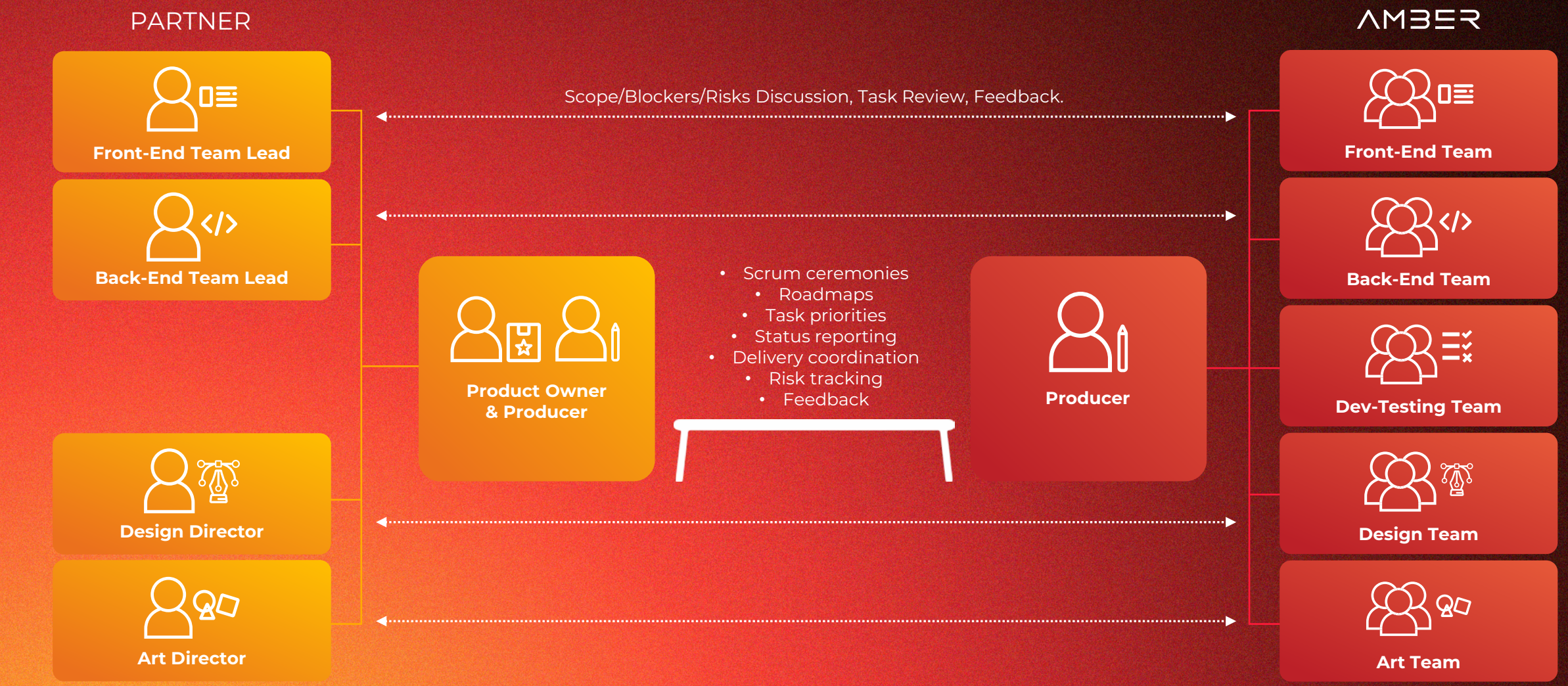
Harro Gronberg, Senior Producer - ROVIO

"I couldn't be prouder of what the whole Amber team has helped us build and bring to life through this video game. In my culture, a HERO was always needed... ****, it still is... Mexican Ninja has always been about that to me - the longing for that idea. Having profound admiration for Japanese culture, its history, and its roots, it naturally seemed like the perfect one to blend and contrast with my own. I hope players can join the fun, explore the world, and embrace all the quirks of this concept. I hope they get their asses kicked and stand up again, and again, and again—and through this dynamic, understand that Mexican Ninja is a vibe, a spirit, a way of being. I wish you a good journey in finding your inner donkey. Stay blazed"

Carlos Rincones, Writer and Director - REDRUM

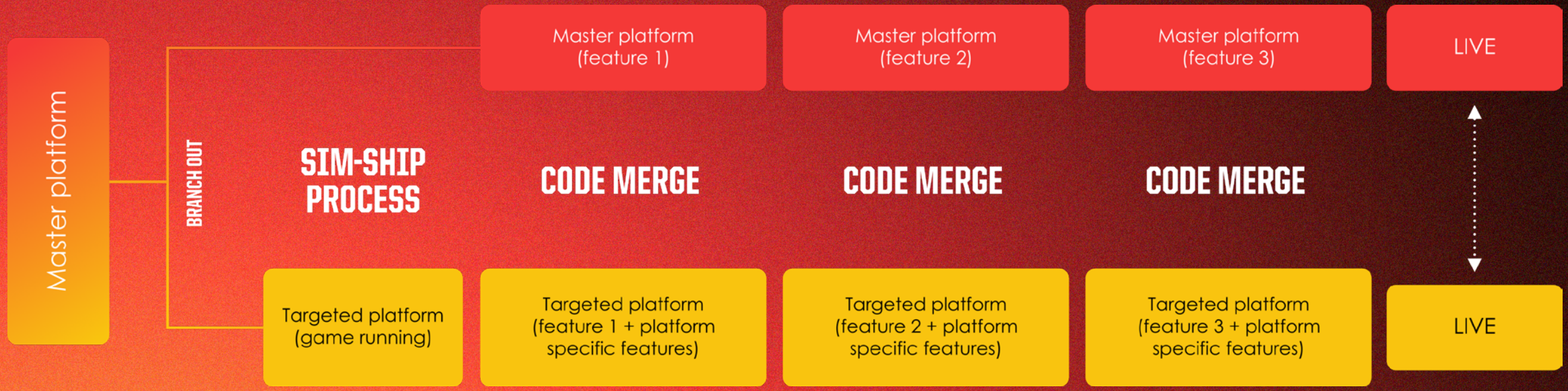
# CO-DEVELOPMENT

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.

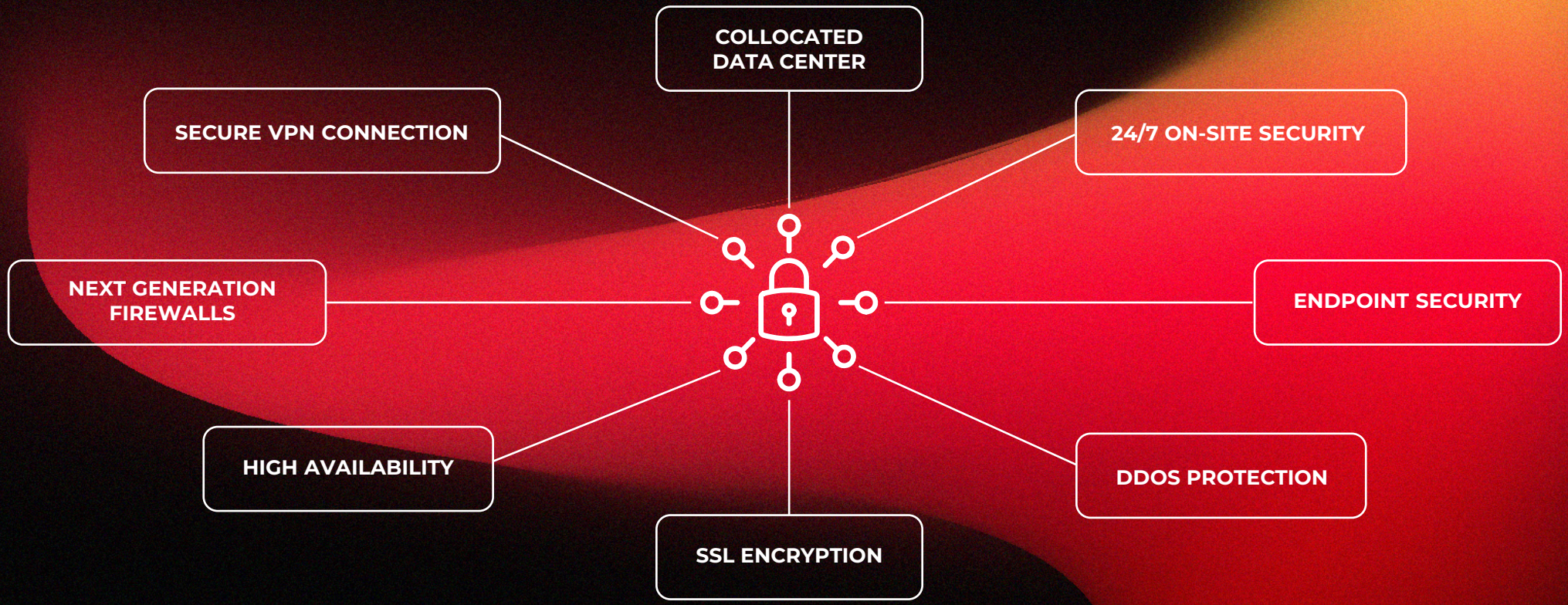


# PLATFORM CONVERSION

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.



# SECURITY


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

# HIGHLIGHTED CONSOLE PORTS AND DEVELOPMENT

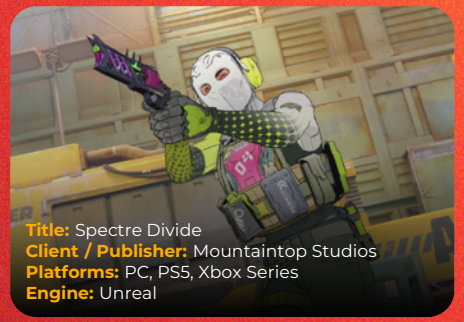
## UNREAL ENGINE & CUSTOM ENGINES



**Title:** The Walking Dead - Saints and Sinners
**Client / Publisher:** Skydance
**Platform:** PS VR
**Engine:** Unreal



**Title:** Gotham Knights
**Client / Publisher:** WB Games
**Platforms:** PC, PS5, Xbox Series
**Engine:** Unreal



**Title:** Spectre Divide
**Client / Publisher:** Mountaintop Studios
**Platforms:** PC, PS5, Xbox Series
**Engine:** Unreal




**Title:** 2XKO
**Client / Publisher:** Riot Games
**Platforms:** PC, PS5, Xbox Series
**Engine:** Unreal




**Title:** Pac-Man Mega Tunnel Battle: Chomp Champs
**Client / Publisher:** Bandai Namco
**Platforms:** PC, PS5, PS4, Xbox Series, Xbox One, Nintendo Switch
**Engine:** Unreal




**Title:** Sky: Children of the Light
**Client / Publisher:** thatgamecompany
**Platforms:** PC, Mobile, PlayStation, Switch
**Engine:** PhyreEngine



**Title:** Xtrapol8
**Client / Publisher:** Thirdverse
**Platforms:** PC VR, PS5
**Engine:** Unreal




**Title:** Ark "Homestead"
**Client / Publisher:** Studio Wildcard
**Platforms:** PC, PS5, Xbox Series
**Engine:** Unreal



**Title:** Scribe
**Client / Publisher:** Amber Studio
**Platforms:** PC, PS5, Xbox Series
**Engine:** Unreal



**Title:** Warhammer 40k MMORPG
**Client / Publisher:** Jackalyptic Games
**Platforms:** PC, PS5, Xbox Series
**Engine:** Unreal

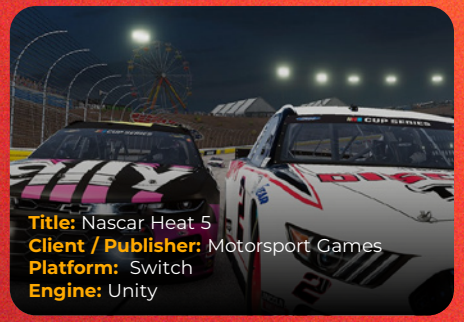
# HIGHLIGHTED CONSOLE PORTS AND DEVELOPMENT




**Title:** Stumble Guys
**Client / Publisher:** Scopely
**Platforms:** PS5, PS4, Xbox Series S/X, Xbox One, Switch
**Engine:** Unity



**Title:** Totally Reliable Delivery Service
**Client / Publisher:** Tiny Build
**Platforms:** PS4, Xbox One, Switch
**Engine:** Unity

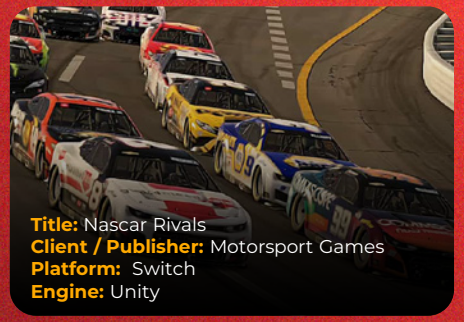


**Title:** Nascar Heat 5
**Client / Publisher:** Motorsport Games
**Platform:** Switch
**Engine:** Unity



**Title:** World of Outlaws Dirt Racing 24
**Client / Publisher:** iRacing
**Platforms:** PC, PS5, PS4, Xbox Series, Xbox One
**Engine:** Unity

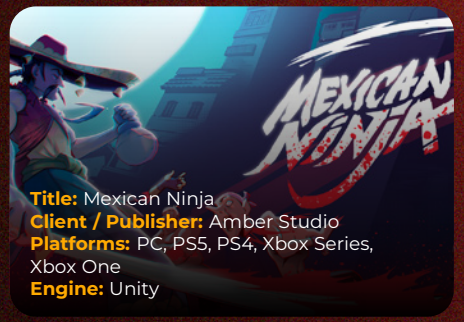
unity



**Title:** Nascar Rivals
**Client / Publisher:** Motorsport Games
**Platform:** Switch
**Engine:** Unity



**Title:** World of Outlaws Dirt Racing 23
**Client / Publisher:** iRacing
**Platform:** Switch
**Engine:** Unity




**Title:** Mexican Ninja
**Client / Publisher:** Amber Studio
**Platforms:** PC, PS5, PS4, Xbox Series, Xbox One
**Engine:** Unity



**Title:** Degrees of Separation
**Client / Publisher:** Modus Games
**Platforms:** PC, PS4, Xbox One, Switch
**Engine:** Unity



**Title:** Tripp
**Client / Publisher:** Tripp
**Platforms:** PC VR, PSVR2
**Engine:** Unity




**Title:** Link Twin
**Client / Publisher:** Amber Studio
**Platforms:** PC, mobile, Switch
**Engine:** Unity

# QA-ONLY CONSOLE ENGAGEMENTS

## unity

- CleverPlay - Operation Tango (PS4, Xbox One)
- tinyBuild - Trash Sailors (PC, PS4, Xbox One)
- tinyBuild - The Bookwalker (PC, PS5, PS4, Xbox Series, Xbox One)
- Raw Fury - Sable (PC, PS4, Xbox One)
- All in Games - Exo One (PS4, PS5)

## CUSTOM ENGINES

- Adult Swim - Duck Game (PS4)
- Systemic Reaction - Generation Zero (PC, PS4, Xbox 1)
- Steel Wool - Five Nights at Freddy's (PS5, PS4, Xbox Series, Xbox One, Nintendo Switch)
- Steel Wool - Thumper (PS5, Xbox Series, Nintendo Switch)

## UNREAL ENGINE

- tinyBuild - Cartel Tycoon (PC, PS4, Xbox One)
- tinyBuild - Kill It With Fire (PC, PS4, Xbox One)
- tinyBuild - Secret Neighbor (PC, PS4, Xbox One)
- tinyBuild - Hello Guest (PC, Xbox One)
- tinyBuild - Hello Neighbor 2 (PC, PS5, PS4, Xbox Series, Xbox One)
- tinyBuild - Hello Neighbor Hide and Seek (PC, PS4, Xbox One)
- GameMill - G.I. Joe Operation Blackout (PS4, Xbox One, Nintendo Switch)
- Behaviour Interactive - Dead By Daylight (PS4, Xbox One)
- Novarama - Killsquad (PC, PS5, PS4)
- Tripwire Interactive - Deceive Inc (PC, PS5, Xbox Series)

# 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!



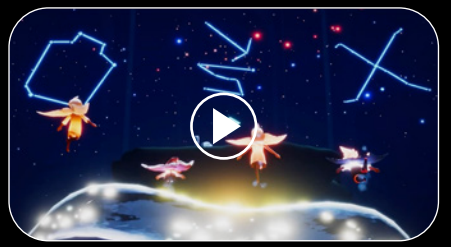
***ANDREEA ENACHE***
Chief Revenue Officer



***IOANA POHONTU***
BD Manager

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