



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.

Trusted by
Partners

Service Partner



2025



2025



2024



2023

Recognized
by Peers



A world map with a dark background and glowing city locations. The map is overlaid with a grid of small dots. Several cities are highlighted with colored dots and connected to their names by thin lines. The legend at the bottom right indicates that yellow dots represent 'Product Development' and red dots represent 'Development Services'.

AMBER is an international, preferred game development partner specializing in a diverse range of platforms and genres.

● SAN FRANCISCO

● LOS ANGELES

● ● GUADALAJARA

● BOGOTA

● ● MONTREAL

● ● BUCHAREST

● KYIV

● BOTOSANI

● ● MANILA

● Product Development ● Development Services



CREATIVE STUDIOS



Karaoke

Genre Passion: Hybrid Casual Mobile
Platform: Mobile, PC
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
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
Tech: Unreal / Proprietary / C++
Audience: Teens / Adults 13+
Monetization: Paid
[View Deck](#)
📍 *BUCHAREST / MONTREAL*



Avalon

Genre Passion: Puzzle, Casual Games
Platforms: Mobile, Netflix SDK
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), Netflix SDK
Tech: Unreal, Unity, C++, C#
Audience: Teen / Adults 13+
Monetization: F2P, Paid
[View Deck](#)
📍 *BUCHAREST / KYIV*



OFFERINGS & CAPABILITIES



Full Game
Development



Ports &
Remasters



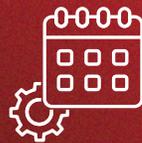
Turnkey
Co-development



AAA Art
Production



Team Augmentation
Across
All Disciplines



Post-launch
Content & Live
Operations



Dev Support Services
(QA, Localization, Player
Support)



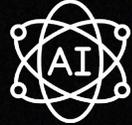
Marketing & Business
Performance



Emerging
Platforms

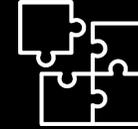


AI EXPERTISE



A Tool for Optimization

We leverage a vast array of emerging AI-powered tools to create real value for our partners through streamlined production workflows, engineering copilots and enhanced art pipelines.



A Tailored Approach

Every partner's perspective on how AI should be used in game development varies. We can customize our range of AI services to your specific project needs and comfort level.



Innovation in Action

We are first adopters in leveraging the power of machine learning for meaningful gameplay enhancements like realistic NPC interaction and generative narrative branching.



AI with Accountability

Amber's AI Governance Group (AAIGG) ensures safe adoption and cross-functional diligence to define the best ethical, legal, governance practices for AI tool integration in our processes.



TECHNOLOGIES & PLATFORMS

AMBER has tackled every major platform and has software & hardware licenses to support all your development needs.



UNREAL EDITOR
FOR FORTNITE

ROBLOX



SERIES
X|S

XBOX ONE

PS4

PS5

NETFLIX

amazon appstore



EPIC STORE



Apple Arcade



GOG
COM

oculus



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



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



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



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

Jake Flint - IMANGI

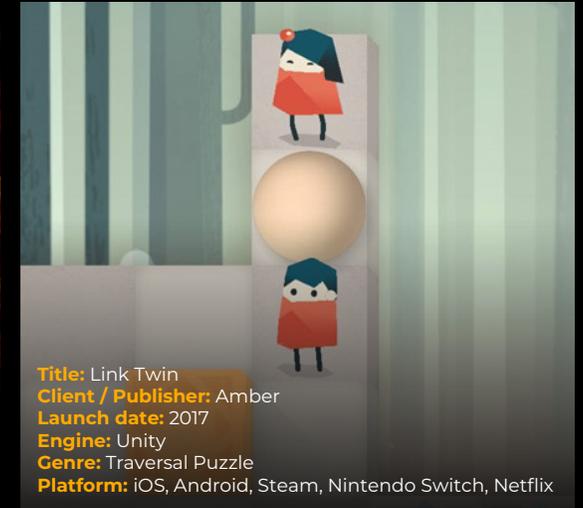


FULL PRODUCT DEVELOPMENT



End-to-end game development, from concept to launch, and beyond

FULL PORTFOLIO



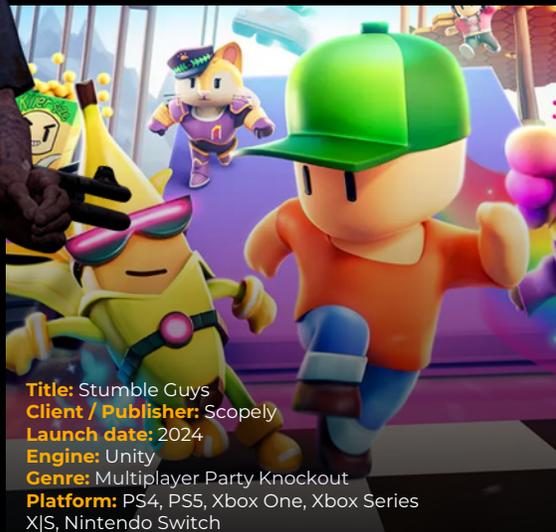
PORTS & REMASTERS



Title: The Walking Dead: Saints & Sinners - Chapter 2: Retribution
Client / Publisher: Skydance Interactive
Launch date: 2023
Engine: Unreal
Genre: Survival Horror
Platform: PlayStation VR

Find new audiences by leveraging AMBER's porting and remaster team for platform conversions

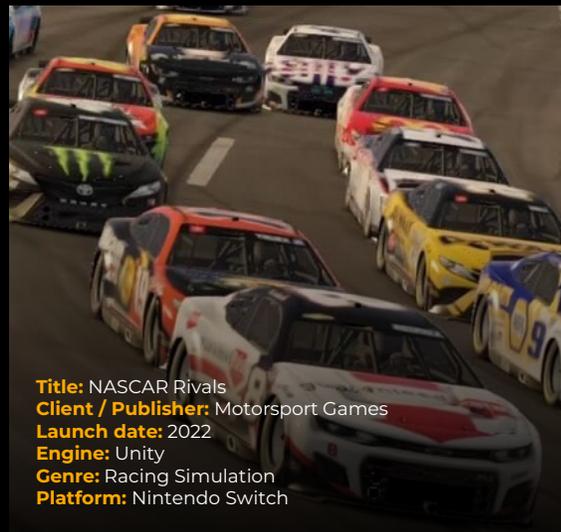
FULL PORTFOLIO



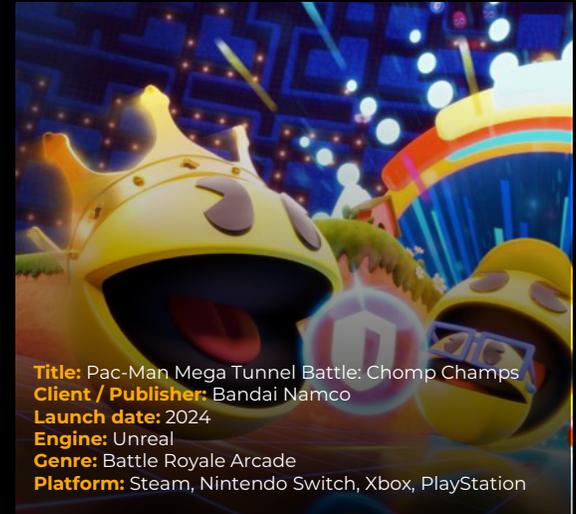
Title: Stumble Guys
Client / Publisher: Scopely
Launch date: 2024
Engine: Unity
Genre: Multiplayer Party Knockout
Platform: PS4, PS5, Xbox One, Xbox Series X|S, Nintendo Switch



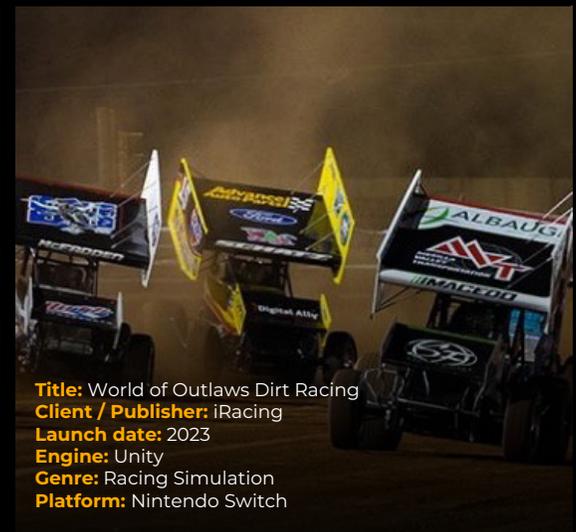
Title: World of Peppa Pig
Client / Publisher: Netflix Games
Launch date: 2025
Engine: Unity
Genre: Educational
Platform: Netflix Mobile



Title: NASCAR Rivals
Client / Publisher: Motorsport Games
Launch date: 2022
Engine: Unity
Genre: Racing Simulation
Platform: Nintendo Switch



Title: Pac-Man Mega Tunnel Battle: Chomp Champs
Client / Publisher: Bandai Namco
Launch date: 2024
Engine: Unreal
Genre: Battle Royale Arcade
Platform: Steam, Nintendo Switch, Xbox, PlayStation



Title: World of Outlaws Dirt Racing
Client / Publisher: iRacing
Launch date: 2023
Engine: Unity
Genre: Racing Simulation
Platform: Nintendo Switch



TURNKEY CO-DEVELOPMENT



Title: Catalyst Black
Client / Publisher: Super Evil Megacorp
Launch date: 2022
Engine: E.V.I.L. Engine (Custom C++)
Genre: Battleground Shooter
Platform: iOS, Android



Title: Squid Game: Unleashed
Client / Publisher: Netflix
Launch date: 2024
Engine: Unity
Genre: Multiplayer Party Royale
Platform: iOS, Android, Netflix



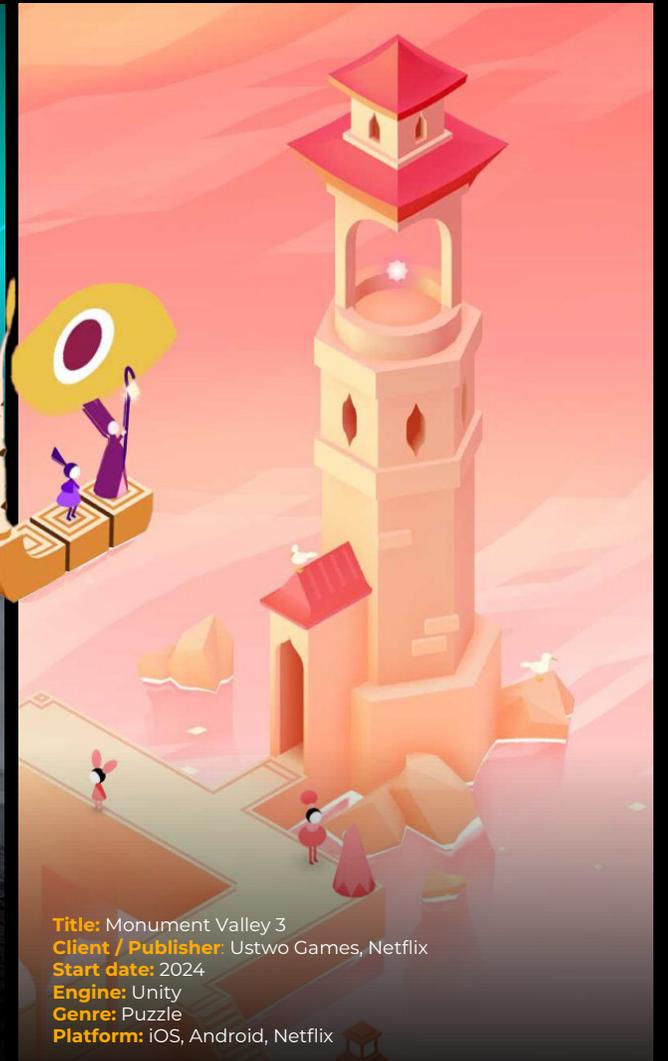
Title: Nascar Heat 5
Client / Publisher: Motorsport Games
Launch date: 2021
Engine: Unity
Genre: Racing Simulation
Platform: Nintendo Switch

Scale your projects through AMBER's multidisciplinary custom development teams

FULL PORTFOLIO



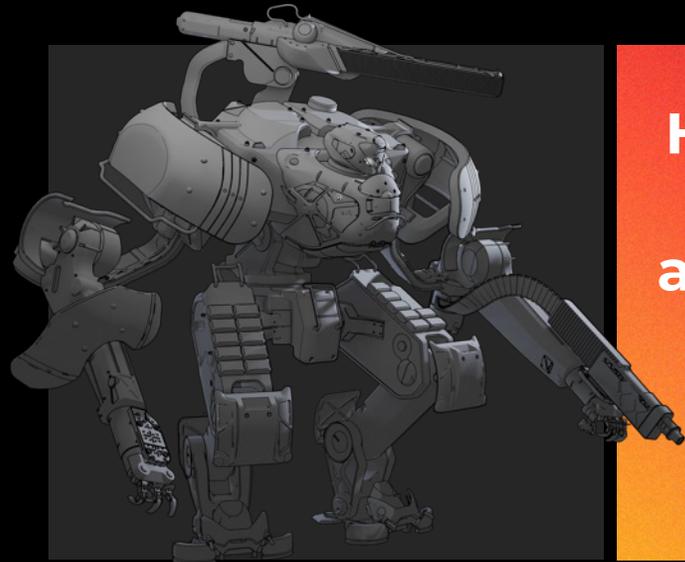
Title: World of Tanks Blitz
Client / Publisher: Wargaming
Engine: DAVA
Genre: Vehicular Combat, MMO
Platform: PC, Mobile



Title: Monument Valley 3
Client / Publisher: Ustwo Games, Netflix
Start date: 2024
Engine: Unity
Genre: Puzzle
Platform: iOS, Android, Netflix

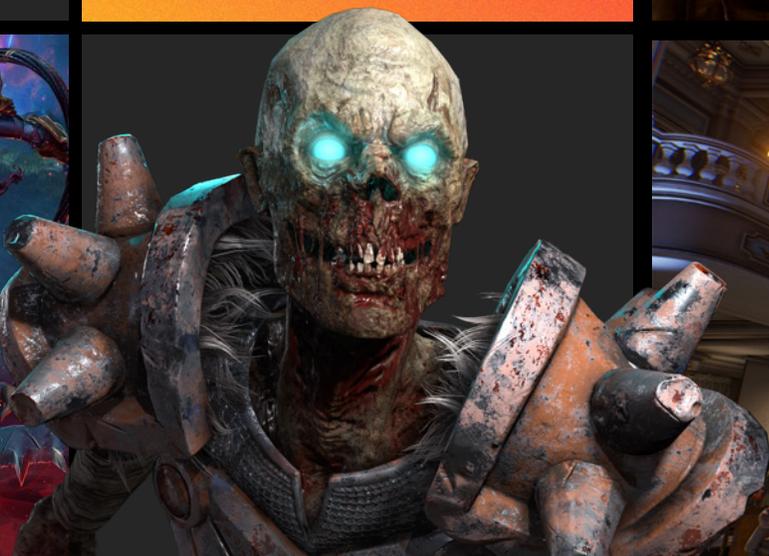


AAA ART PRODUCTION



Highest quality
art production
across a variety
of styles and
disciplines

FULL PORTFOLIO



TEAM AUGMENTATION ACROSS ALL DISCIPLINES



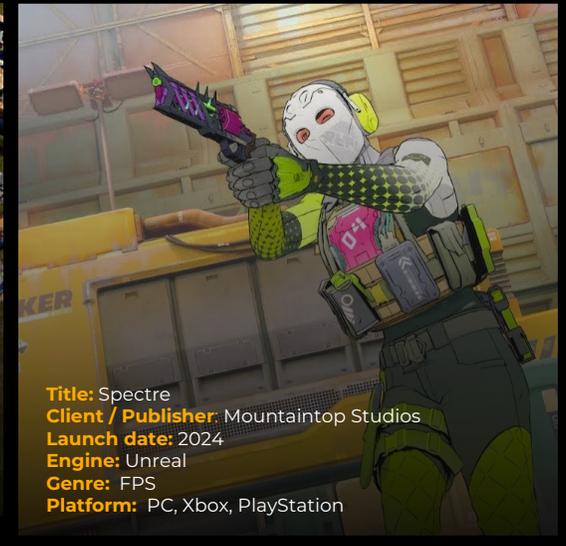
Title: Gotham Knights
Client / Publisher: WB Games
Launch date: 2022
Engine: Unreal
Genre: Action, Adventure, RPG
Platform: Steam, PlayStation, Xbox



Title: Dawn of Defiance
Client / Publisher: Traega
Launch date: 2024
Engine: Unreal
Genre: Vehicular Combat, MMO
Platform: PC, PS5, Xbox S/X



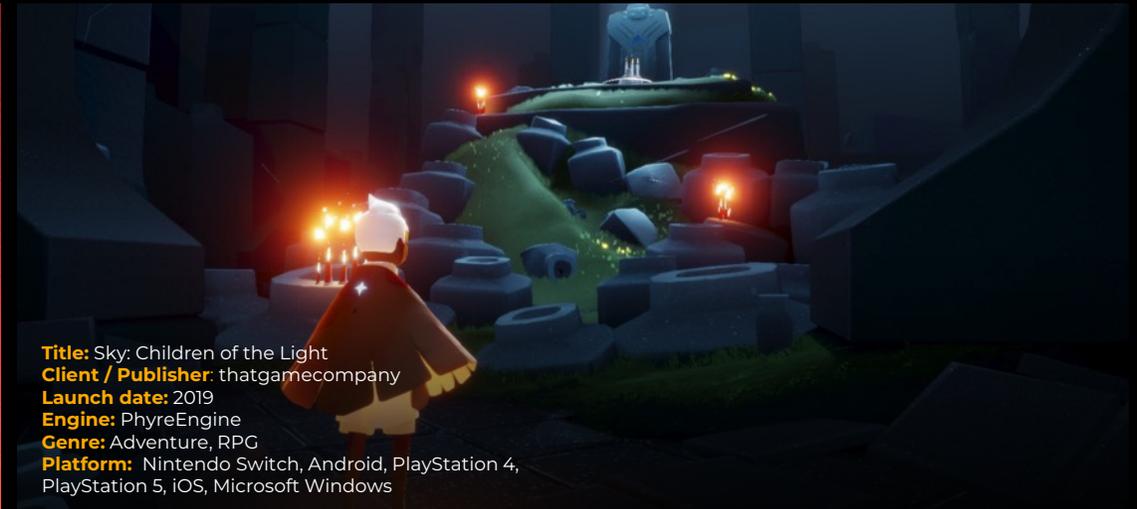
Title: War Commander Rogue Assault
Client / Publisher: Kixeye
Launch date: 2016
Engine: Unity
Genre: RTS
Platform: iOS, Android



Title: Spectre
Client / Publisher: Mountaintop Studios
Launch date: 2024
Engine: Unreal
Genre: FPS
Platform: PC, Xbox, PlayStation

Leverage AMBER's top talent across multiple disciplines as extensions of your own internal team

FULL PORTFOLIO



Title: Sky: Children of the Light
Client / Publisher: thatgamecompany
Launch date: 2019
Engine: PhyreEngine
Genre: Adventure, RPG
Platform: Nintendo Switch, Android, PlayStation 4, PlayStation 5, iOS, Microsoft Windows



POST LAUNCH CONTENT & LIVE OPERATIONS



A comprehensive and scalable solution for operating live services and delivering ongoing content

FULL PORTFOLIO

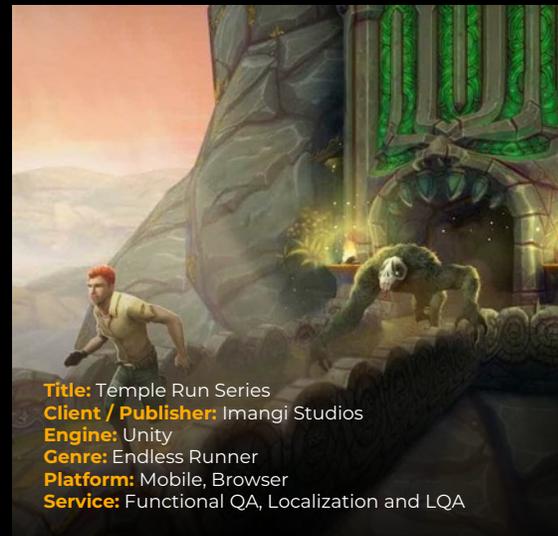


DEV SUPPORT SERVICES



Award-winning set of solutions for development support on all game platforms

FULL PORTFOLIO



EMERGING PLATFORMS



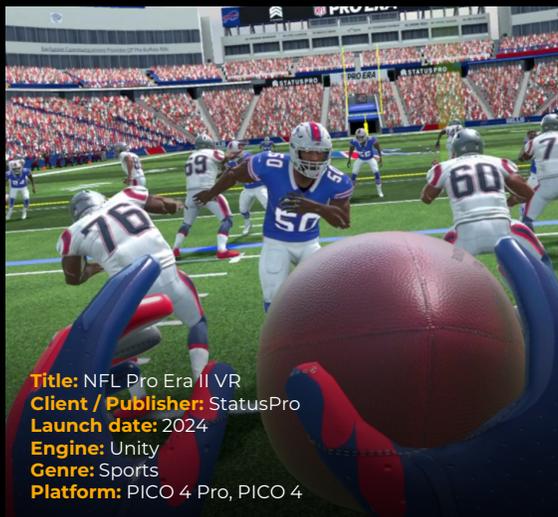
Title: Secret Neighbor
Client / Publisher: tinyBuild
Launch date: 2023
Engine: Roblox
Genre: Social Deduction Horror
Platform: ROBLOX



Title: SAW X: Survive the Obby
Client / Publisher: Pure Imagination Studios / Lionsgate
Launch date: 2023
Engine: Roblox
Genre: Horror Obby
Platform: ROBLOX



Title: TRIPP
Client / Publisher: TRIPP, Inc.
Launch date: 2020
Engine: Unity
Genre: Health & Fitness
Platform: Meta Quest, PlayStation VR 2

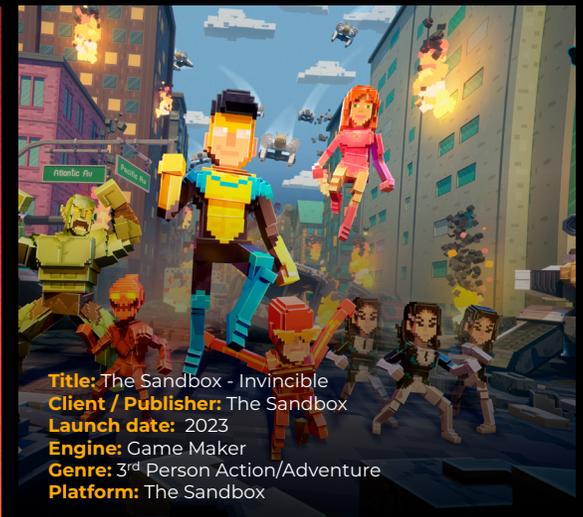


Title: NFL Pro Era II VR
Client / Publisher: StatusPro
Launch date: 2024
Engine: Unity
Genre: Sports
Platform: PICO 4 Pro, PICO 4



Title: Pinball Frenzy
Client / Publisher: Amber
Launch date: 2023
Engine: UEFN
Genre: Arcade, Pinball
Platform: Fortnite

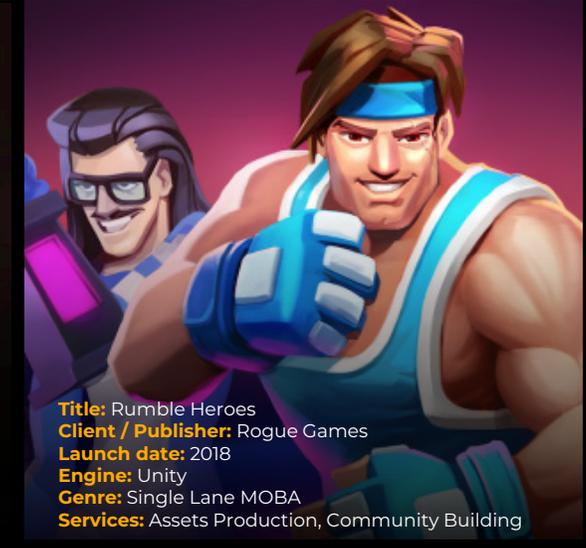
Unleash immersive experiences with AMBER's innovative approach to emerging platforms



Title: The Sandbox - Invincible
Client / Publisher: The Sandbox
Launch date: 2023
Engine: Game Maker
Genre: 3rd Person Action/Adventure
Platform: The Sandbox



MARKETING & BUSINESS PERFORMANCE SERVICES



AMBER can plan and execute go-to-market strategies and campaigns globally

FULL PORTFOLIO



AMBER LEADERSHIP



MIHAI POHONTU
CHIEF EXECUTIVE OFFICER



PAST EXPERIENCE:



SCOTT HUMPHRIES
CHIEF PRODUCT OFFICER



PAST EXPERIENCE:



ANDREEA ENACHE
CHIEF REVENUE OFFICER



PAST EXPERIENCE:



JAIME GINE
EXECUTIVE ADVISOR



PAST EXPERIENCE:



CRISTIANA FERNBACH
GENERAL COUNSEL



PAST EXPERIENCE:



TUDOR POSTOLACHE
CHIEF OPERATING OFFICER



PAST EXPERIENCE:



ROIE CHIZIK
CHIEF FINANCIAL OFFICER



PAST EXPERIENCE:



CATALIN BUTNARIU
CHIEF STRATEGY OFFICER



PAST EXPERIENCE:



ADVISORY BOARD



NANEA REEVES
CEO @ TRIPP



Past companies: Electronic Arts, Machinima



BROGAN KEANE
Managing Partner @ Double Black Capital



Past companies: Double Black Diamond Group, Electronic Arts



DAVID STELZER
President @ Xsolla



Past companies: Epic Games, International Game Developers Association, SEGA



JOHN PLEASANTS
Advisor, Board Member



Past companies: Electronic Arts, Disney, Samsung



SHANNON STUDSTILL
Head of Studio and Operations @ Bonfire Studios



Past companies: PlayStation, Electronic Arts, Google



ANDRES ANGELANI
CEO @ Wizeline



Past companies: Cognizant, Globant



JEFF KARP
Advisor



Past companies: Electronic Arts, Zynga, Aristocrat Games



TRAVIS BOATMAN
CEO @ Carbonated Inc.



Past companies: Electronic Arts, Zynga, Mattel



THANK YOU!



ANDREEA ENACHE
Chief Revenue Officer



IOANA POHONTU
BD Manager



www.amberstudio.com

New biz enquiries: bizdev@amberstudio.com



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