



AMBER

OVERVIEW DECK



CORE STRENGTHS



Global Presence

with flexible and scalable teams
(8 locations on 4 continents
and 800+ staff).



Veteran Leadership

from companies like Electronic Arts,
Ubisoft, Disney/Marvel, Activision/Blizzard,
Gameloft and more.



End-to-end Game Development

across multiple platforms and a variety
of game genres.





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

The map displays AMBER's global footprint with callouts for the following cities: SAN FRANCISCO, LOS ANGELES, MONTREAL, GUADALAJARA, BUCHAREST, BOTOSANI, KYIV, and MANILA. A legend at the bottom right indicates that yellow dots represent Product Development and red dots represent Development Services.

● Product Development ● Development Services



AMBER LEADERSHIP



JAIME GINE
CHIEF EXECUTIVE OFFICER



PAST EXPERIENCE:



SCOTT HUMPHRIES
CHIEF PRODUCT OFFICER



PAST EXPERIENCE:



ANDREEA ENACHE
CHIEF REVENUE OFFICER



PAST EXPERIENCE:



MIHAI POHONTU
EXECUTIVE CHAIRMAN



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:



OFFERINGS & CAPABILITIES



**Full Game
Development**



**Ports &
Remasters**



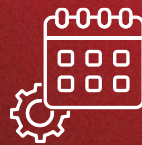
**Turnkey
Co-development**



**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**



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."

Ezter Barabas - SandBox

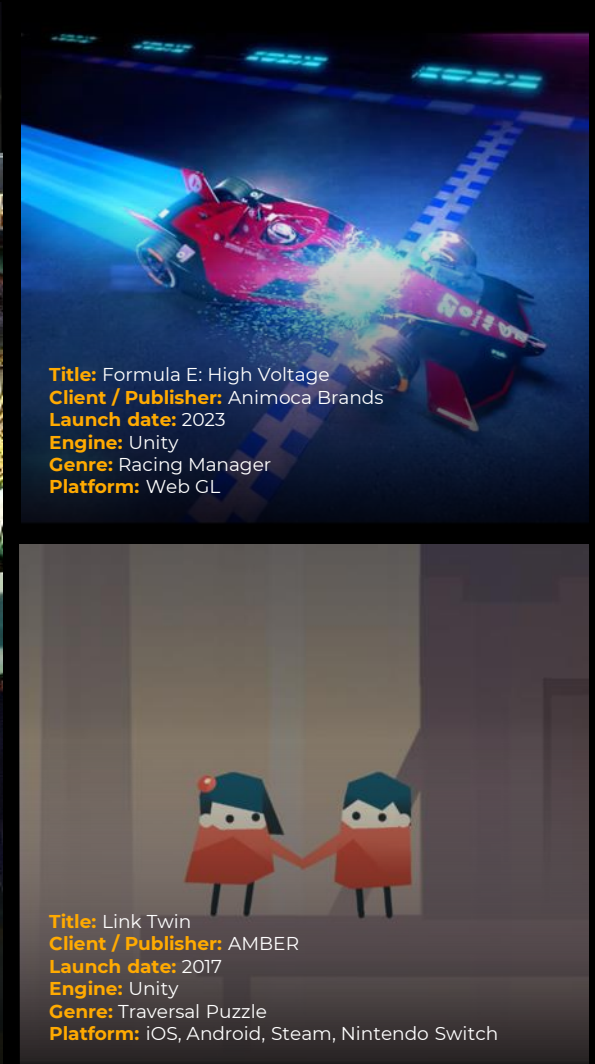
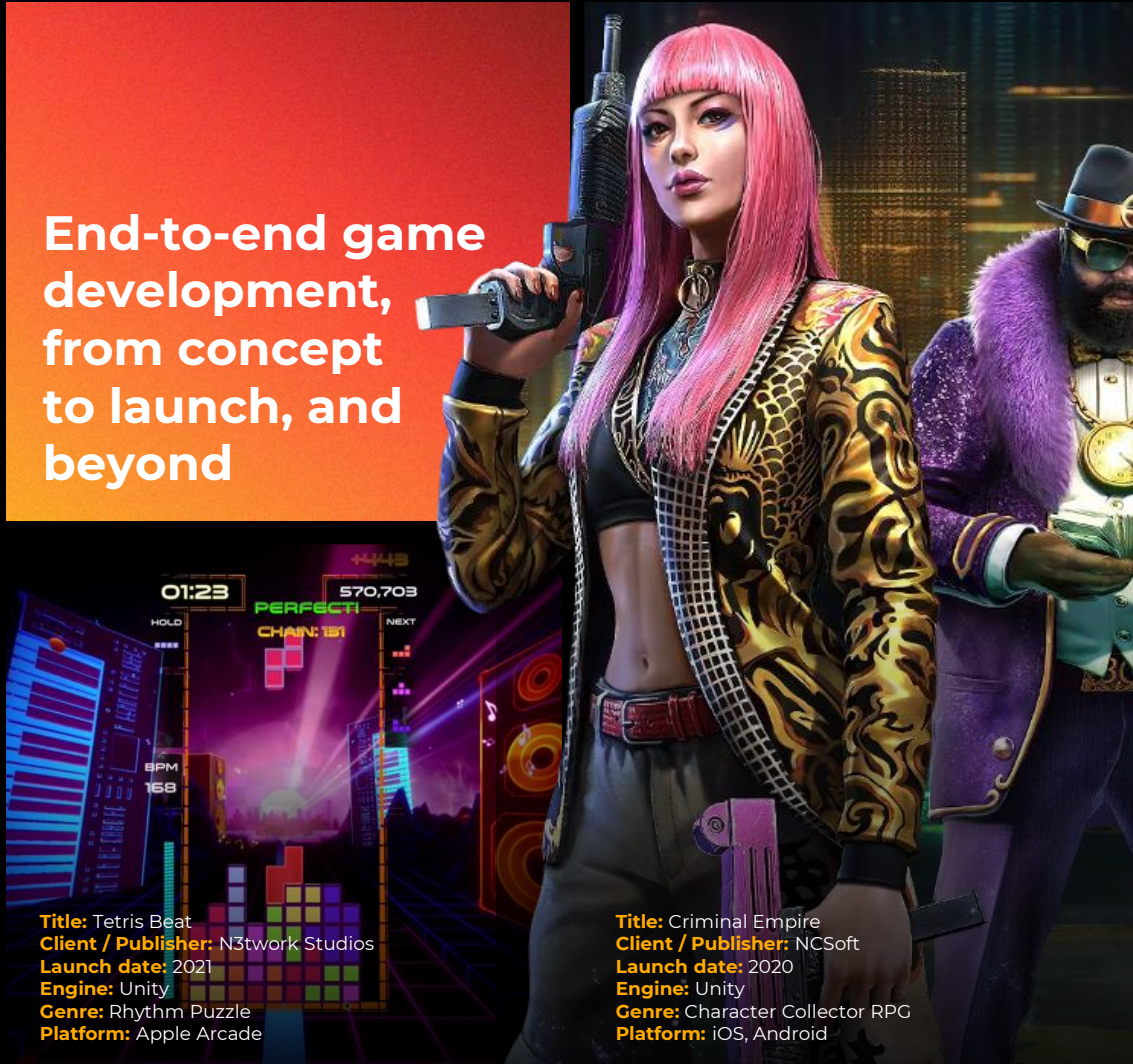


A wonderful experience working with a professional and inspired team! Our products are better with AMBER in the fold!"

Jake Flint - IMANGI



FULL PRODUCT DEVELOPMENT

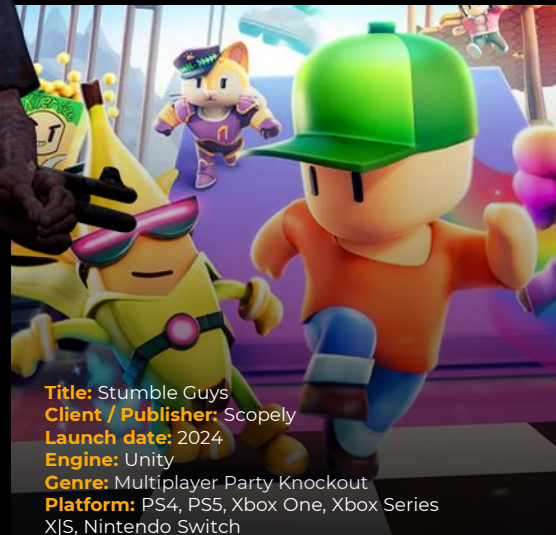


PORTS & REMASTERS



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



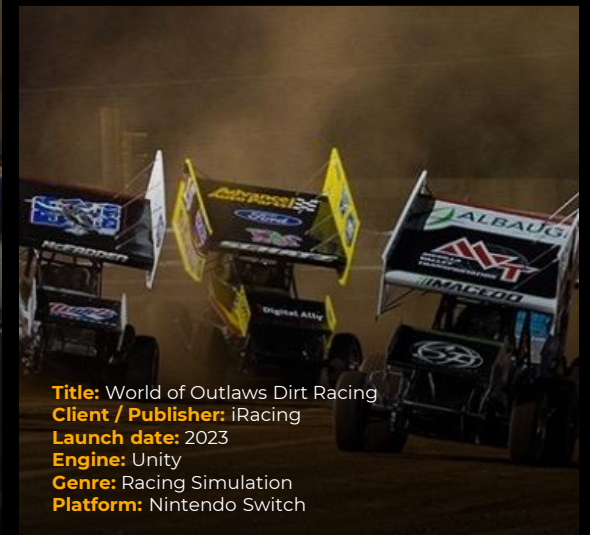
Title: Stumble Guys
Client / Publisher: Scopely
Launch date: 2024
Engine: Unity
Genre: Multiplayer Party Knockout
Platform: PS4, PS5, Xbox One, Xbox Series X|S, Nintendo Switch



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



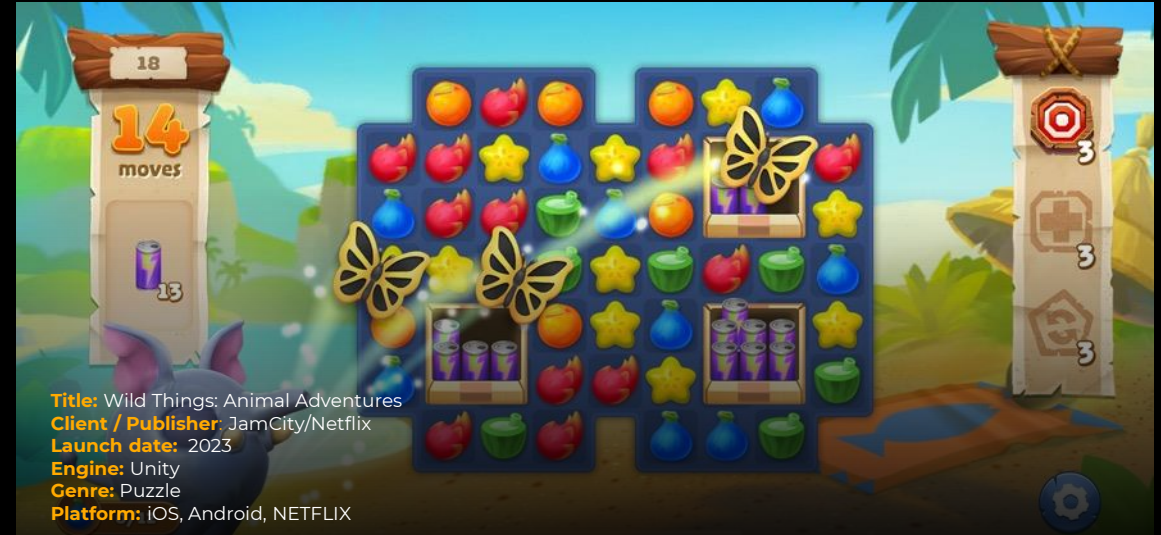
Title: Pac-Man Mega Tunnel Battle: Chomp Champs
Client / Publisher: Bandai Namco
Launch date: 2024
Engine: Unreal
Genre: Battle Royale Arcade
Platform: Steam, Nintendo Switch, XBOX, Playstation



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



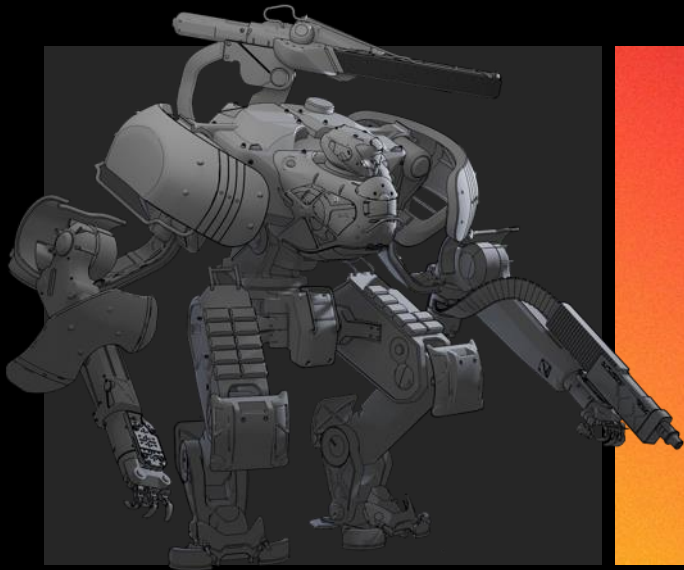
TURNKEY CO-DEVELOPMENT



Scale your projects
through AMBER's
multidisciplinary
custom
development
teams



AAA ART PRODUCTION



Highest quality
art production
across a variety
of styles and
disciplines

FULL PORTFOLIO



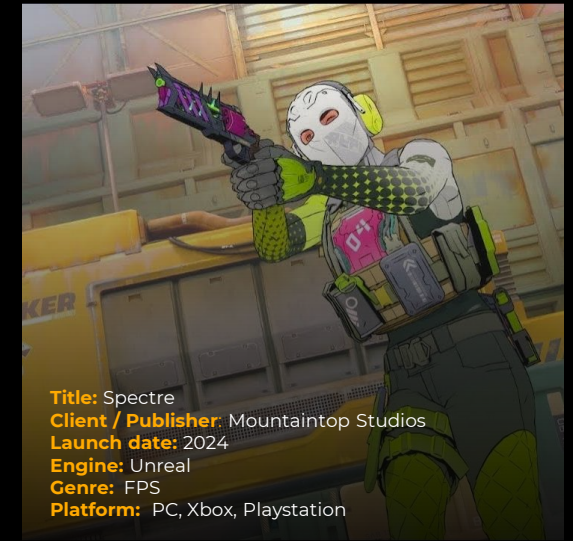
TEAM AUGMENTATION ACROSS ALL DISCIPLINES



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



Title: Otherside & MSquared
Client / Publisher: Improbable
Launch date: 2022
Engine: Custom Unreal
Genre: Metaverse
Platform: PC



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



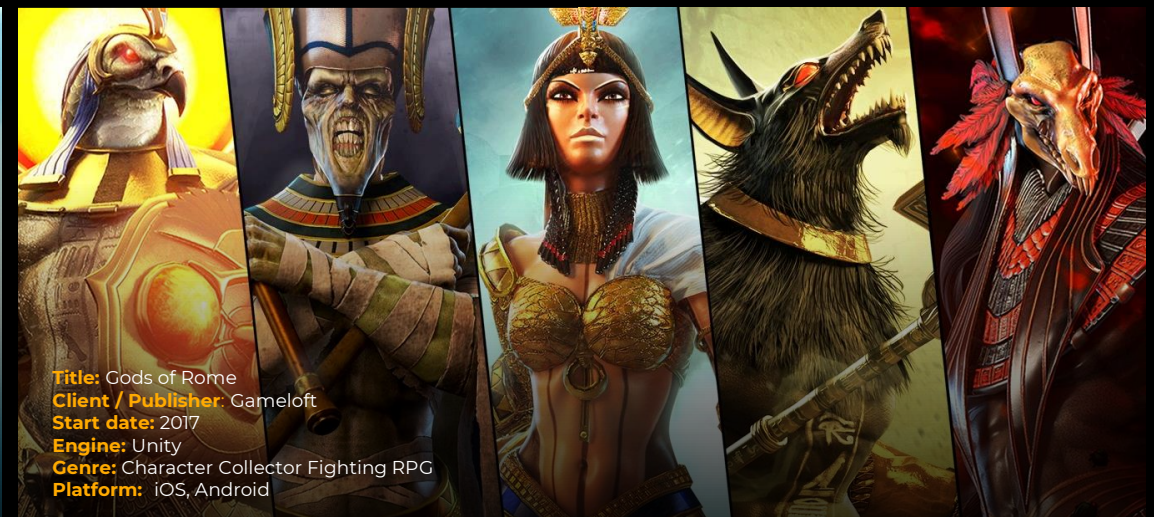
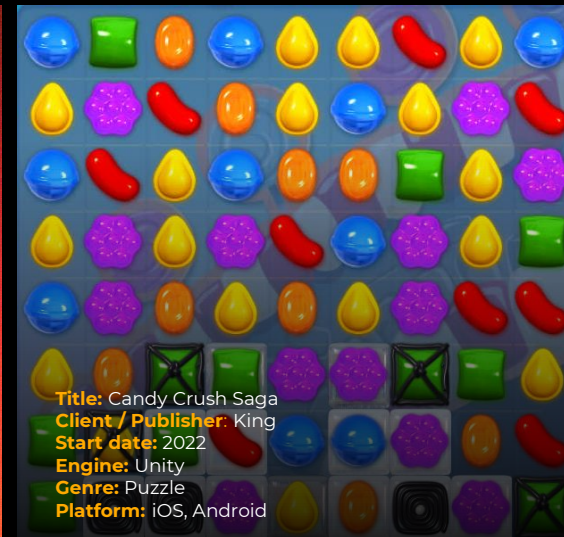
Title: Sky Children of Light
Client / Publisher: thatgamecompany
Launch date: 2019
Engine: PhyreEngine
Genre: Adventure, RPG
Platform: Nintendo Switch, Android, PlayStation 4,
PlayStation 5, iOS, Microsoft Windows



POST LAUNCH CONTENT & LIVE OPERATIONS



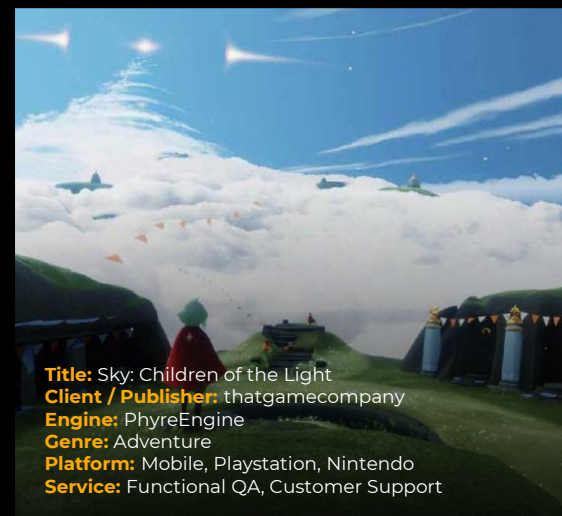
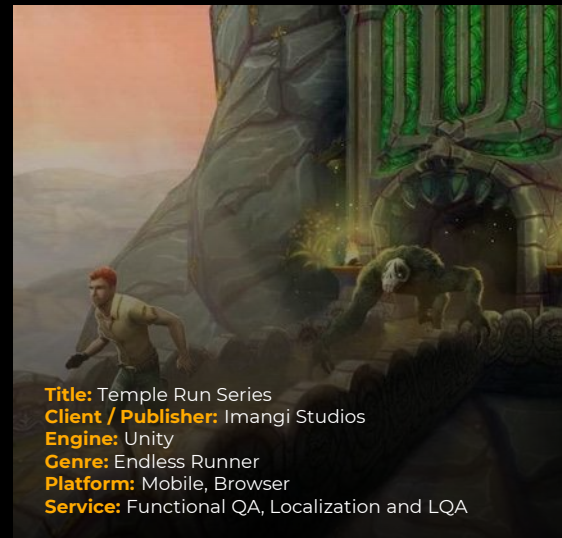
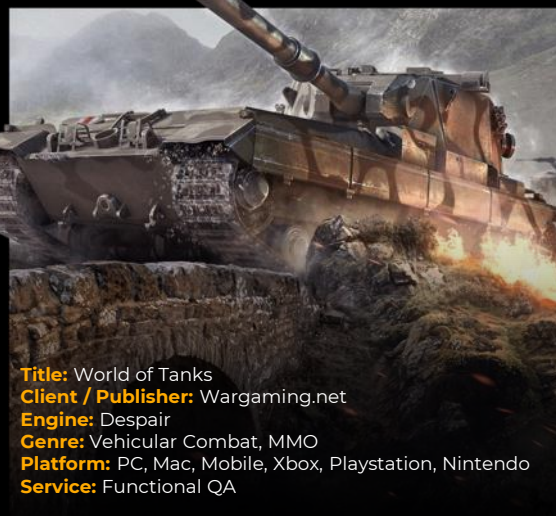
A comprehensive and scalable solution for operating live services and delivering ongoing content



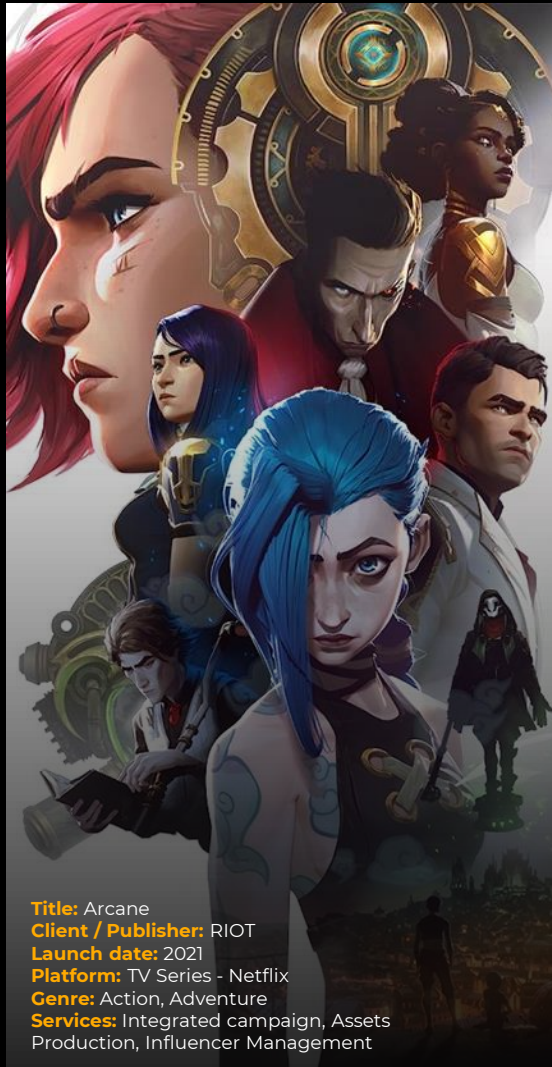
DEV SUPPORT SERVICES



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



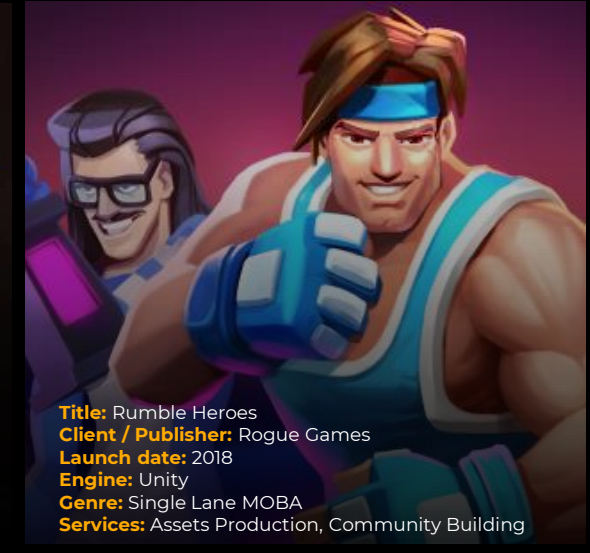
MARKETING & BUSINESS PERFORMANCE SERVICES



Title: Arcane
Client / Publisher: RIOT
Launch date: 2021
Platform: TV Series - Netflix
Genre: Action, Adventure
Services: Integrated campaign, Assets Production, Influencer Management



Title: VALORANT
Client / Publisher: RIOT
Launch date: 2021
Engine: Unity
Genre: Arcade, Puzzle
Services: Integrated campaign, Assets Production, Influencer Management



Title: Rumble Heroes
Client / Publisher: Rogue Games
Launch date: 2018
Engine: Unity
Genre: Single Lane MOBA
Services: Assets Production, Community Building

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



Title: Angry Birds Double Crossed
Client / Publisher: Rovio
Launch date: 2022
Engine: Unity
Genre: Party Royale Game Show
Services: Gen Z Audience Insights and Consumer Testing



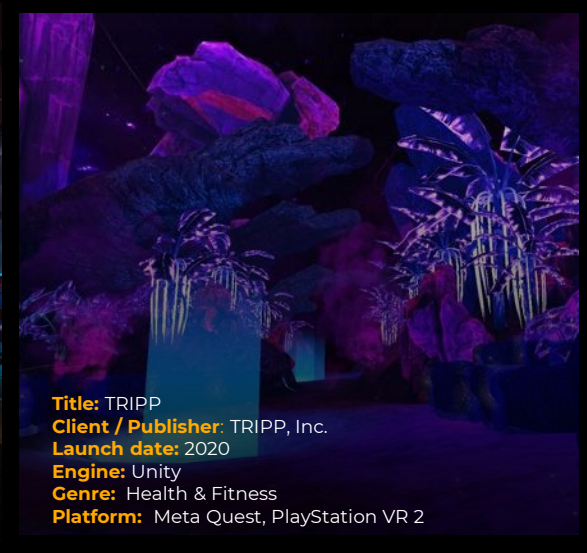
EMERGING PLATFORMS



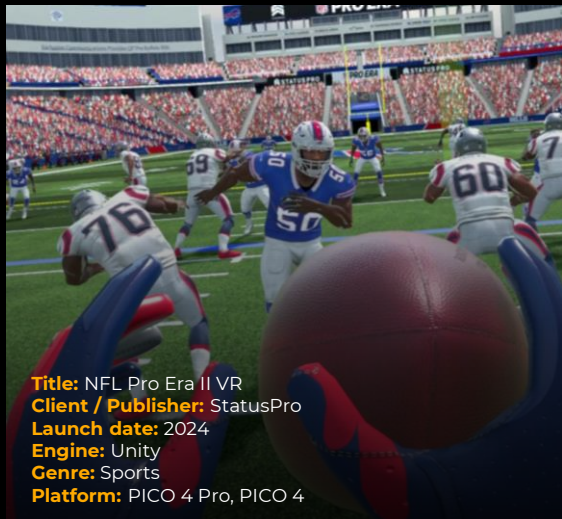
Title: Secret Neighbor
Client / Publisher: tinyBuild
Launch date: 2023
Engine: Roblox
Genre: Social Deduction Horror
Platform: ROBLOX



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

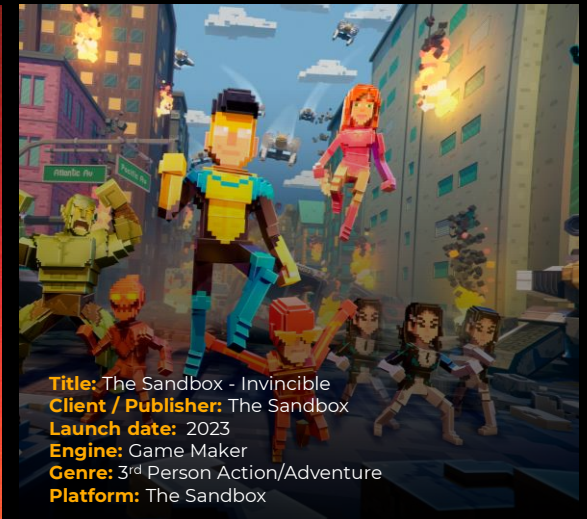


Title: NFL Pro Era II VR
Client / Publisher: StatusPro
Launch date: 2024
Engine: Unity
Genre: Sports
Platform: PICO 4 Pro, PICO 4



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



ADVISORY BOARD



NANEA REEVES
CEO @ TRIPP



Past companies: Electronic Arts, Machinima, JAMDAT Mobile



BROGAN KEANE
Managing Partner, Double Black Capital



Past companies: Juno Capital, Electronic Arts



DAVID STELZER
President @ Xsolla



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



JOHN SCHAPPERT
CEO @ Shiver Entertainment



Past companies: Electronic Arts, Zynga, Pipeworks



JOHN PLEASANTS
Advisor, Board Member



Past companies: EA, Disney, Samsung



JUSTIN SCARPONE
Advisor



Past companies: Scopely, Disney



ANDRES ANGELANI
Advisor



Past companies: Cognizant, Globant



SHANNON STUDSTILL
Co-Founder @ Luda



Past companies: PlayStation, Electronic Arts, Google



TRAVIS BOATMAN
CEO @ Carbonated Inc.



Past companies: Electronic Arts, Zynga, Mattel



THANK YOU!



ANDREEA ENACHE
Chief Revenue Officer



THOMAS WONG
BD Director Mobile



DAVID COHEN
BD Director PC/Console



IOANA POHONTU
BD Manager



RUSLAN RUSTEMOV
BD Manager – QA/Loc.



ANCA TUICU
BD Specialist



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