



AMBER

FULL GAME 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*



TECHNOLOGIES & PLATFORMS

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



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



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 - REDRUM



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 - AMAZON GAMES STUDIOS



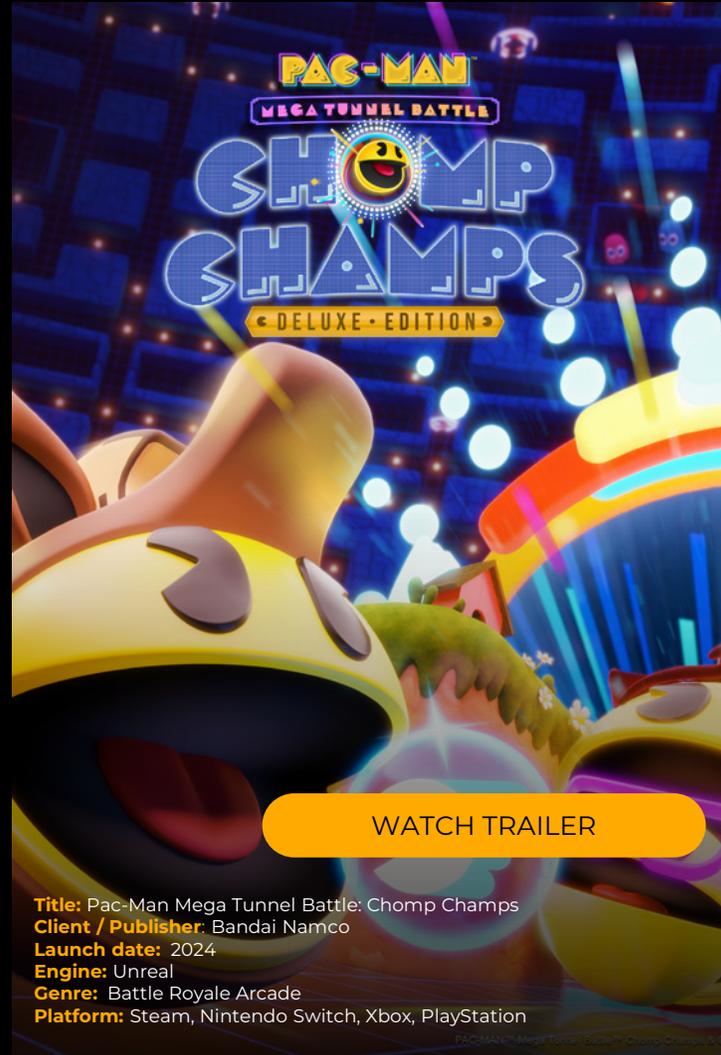
FULL GAME DEVELOPMENT – CLIENT WORK



COURTROOM CHAOS
STARRING
SNOOP DOGG

[WATCH TRAILER](#)

Title: Courtroom Chaos: Starring Snoop Dogg
Client / Publisher: Amazon
Launch date: 2025
Engine: Unity
Genre: AI Party Game
Platform: Amazon Luna



PAC-MAN
MEGA TUNNEL BATTLE
CHOMP CHAMPS
DELUXE EDITION

[WATCH TRAILER](#)

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



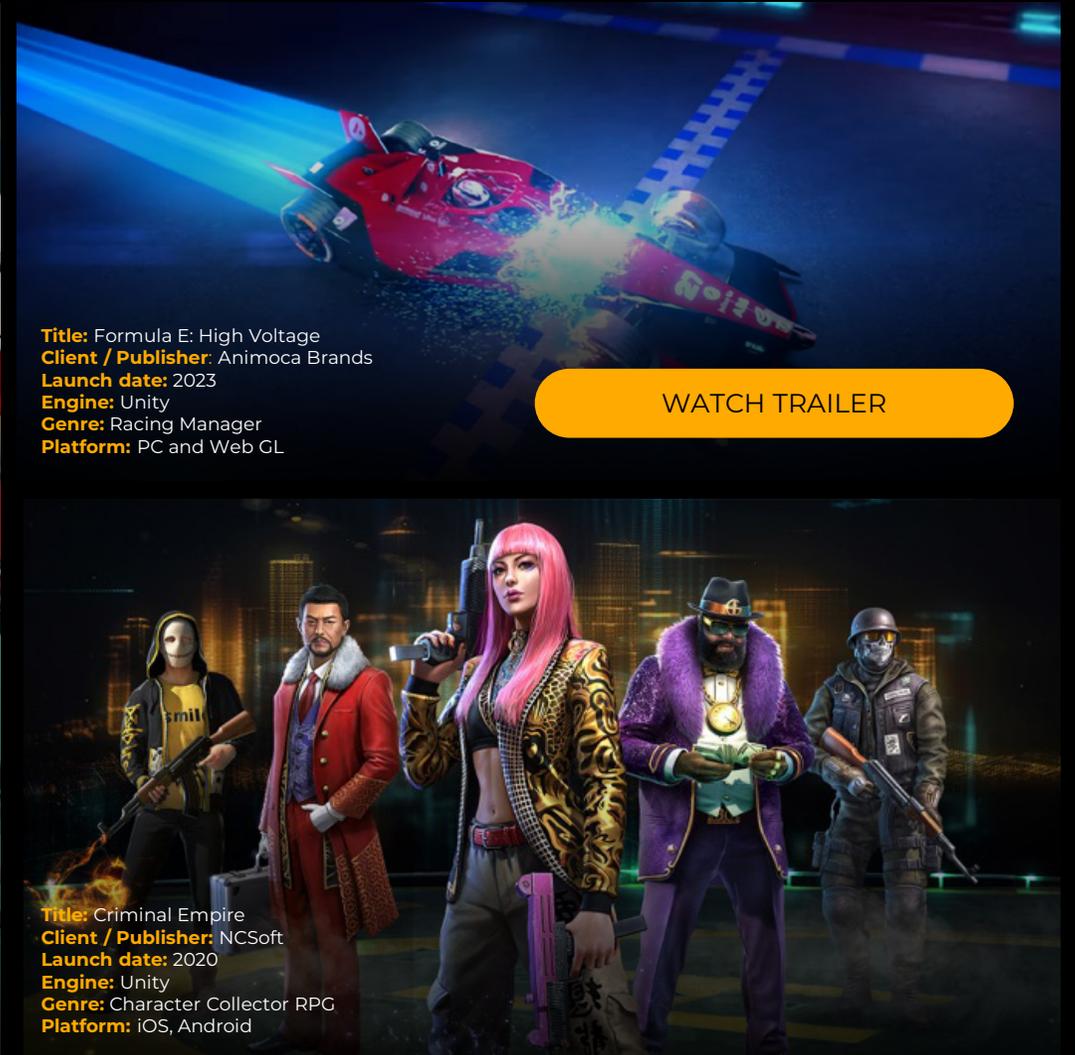
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HOLD
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[WATCH TRAILER](#)

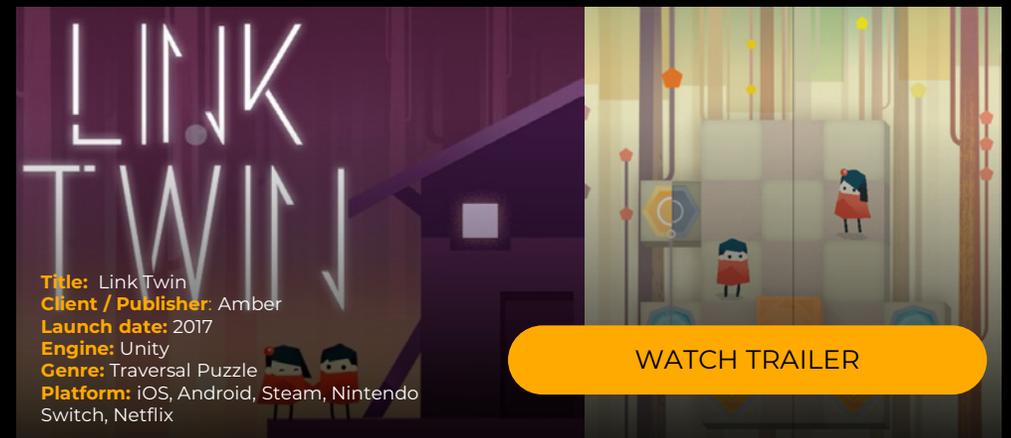
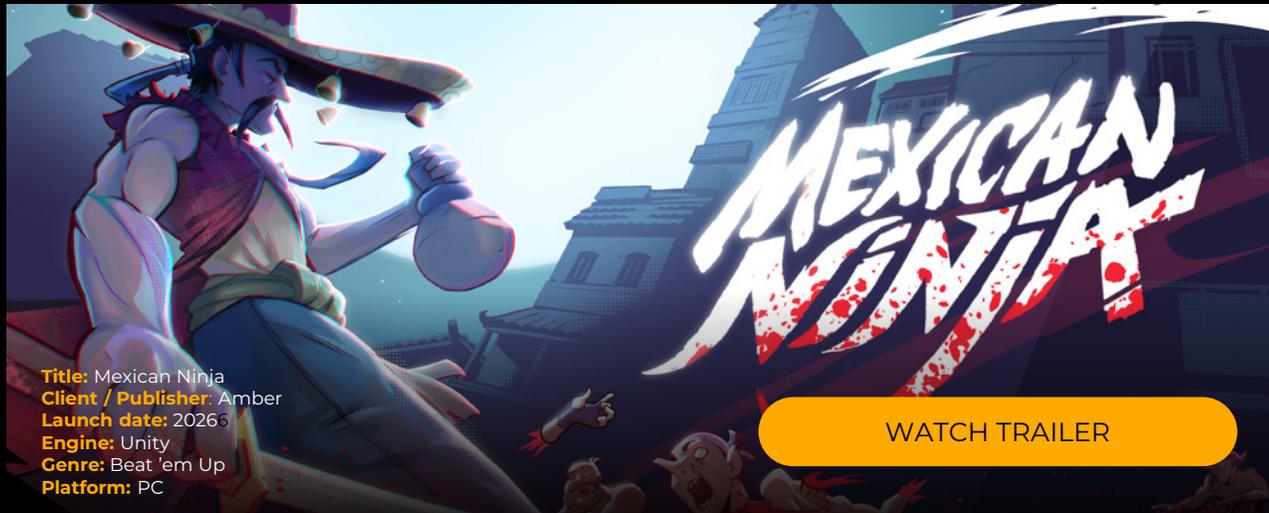
Title: Tetris Beat
Client / Publisher: N3twork Studios
Launch date: 2021
Engine: Unity
Genre: Rhythm Puzzle
Platform: Apple Arcade



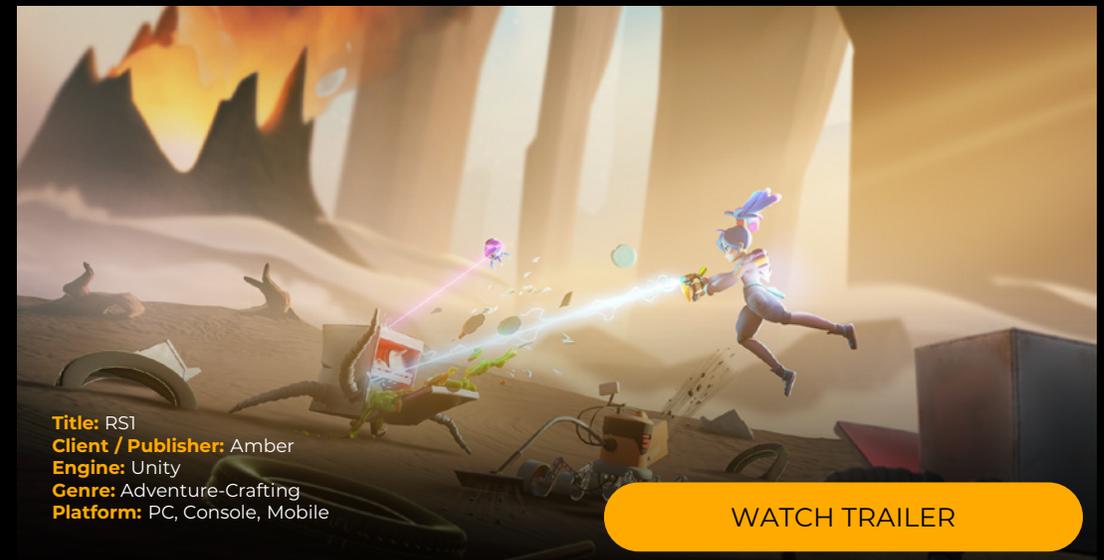
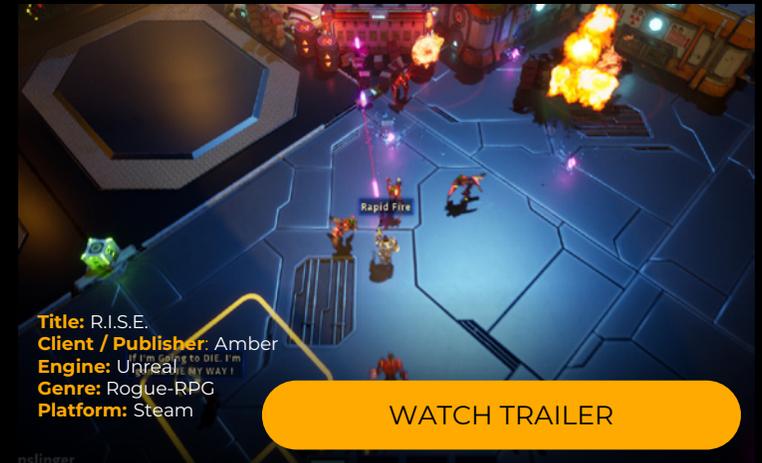
FULL GAME DEVELOPMENT – CLIENT WORK



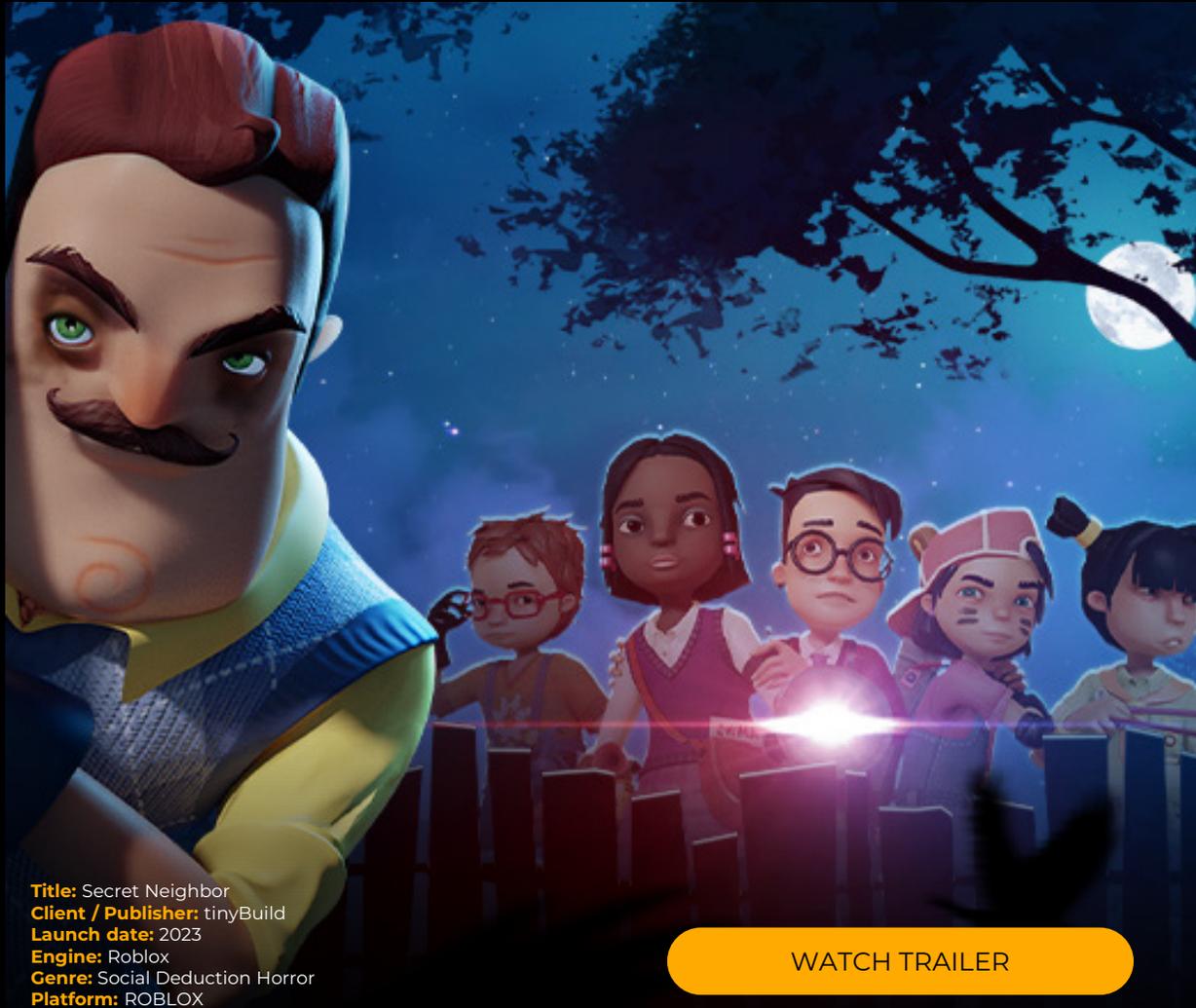
FULL GAME DEVELOPMENT – ORIGINAL IP WORK



FULL GAME DEVELOPMENT – ORIGINAL IP WORK

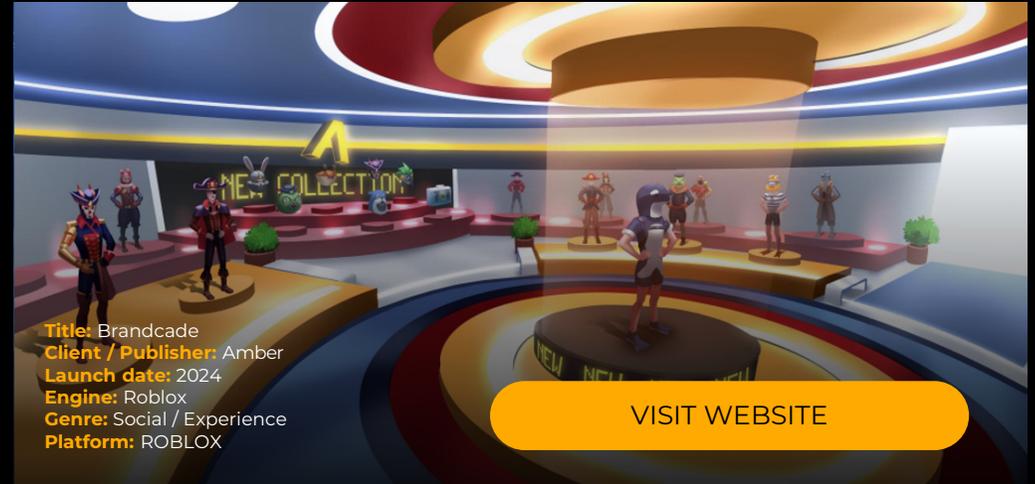


ROBLOX WORK



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

[WATCH TRAILER](#)



Title: Brandcade
Client / Publisher: Amber
Launch date: 2024
Engine: Roblox
Genre: Social / Experience
Platform: ROBLOX

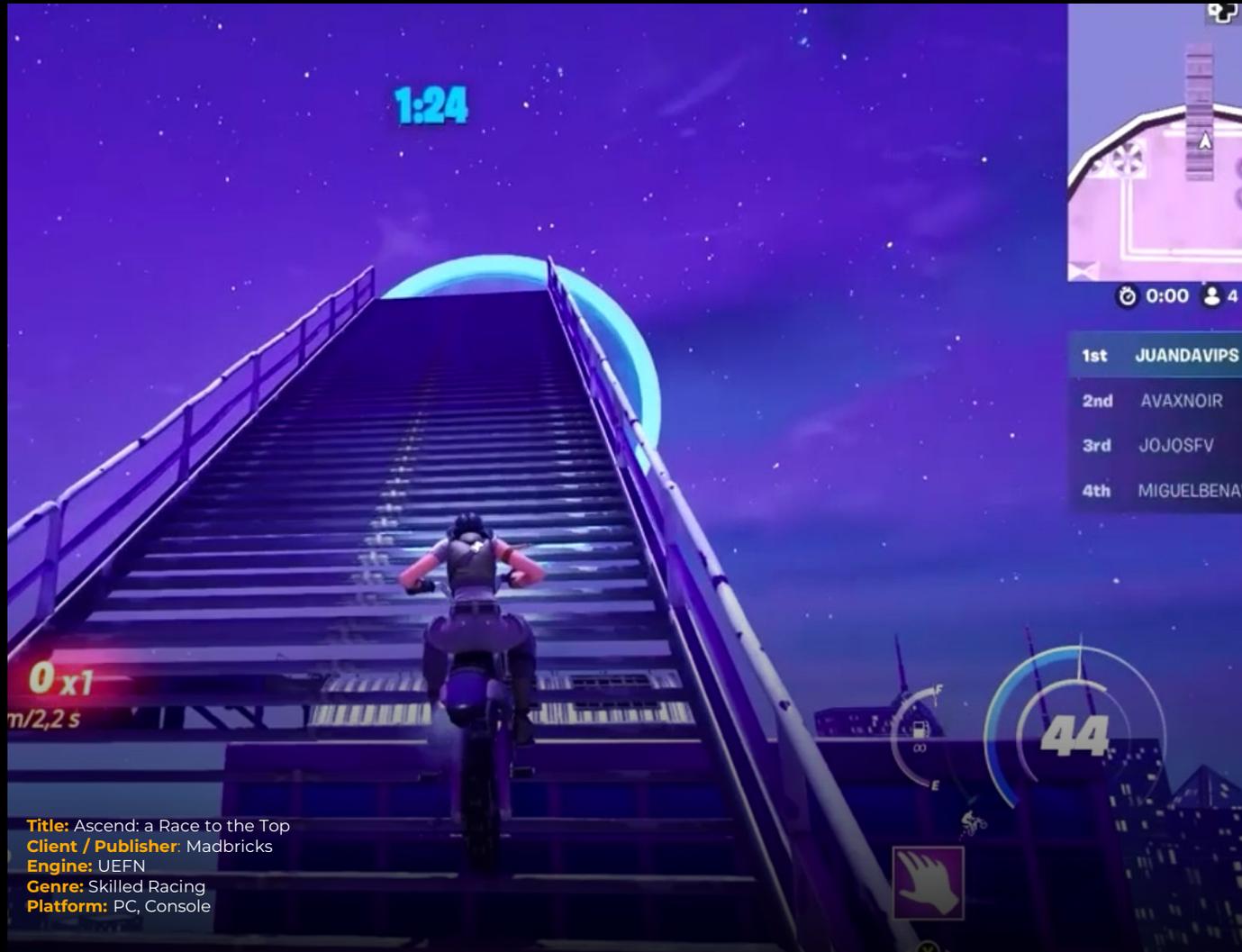
[VISIT WEBSITE](#)



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



UEFN WORK



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
CSO @ AppCharge



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



JOHN PLEASANTS
Advisor, Board Member



Past companies: Electronic Arts, Disney, Samsung



SHANNON STUDSTILL
Leadership Consultant
@ StillQuill



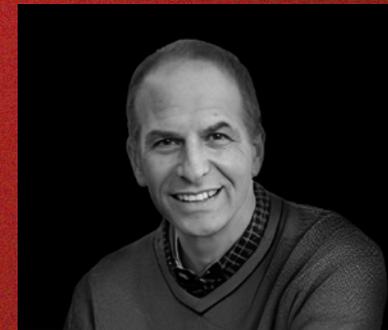
Past companies: PlayStation, Electronic Arts, Google



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



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