



# 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



## Karaokekulta

**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



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



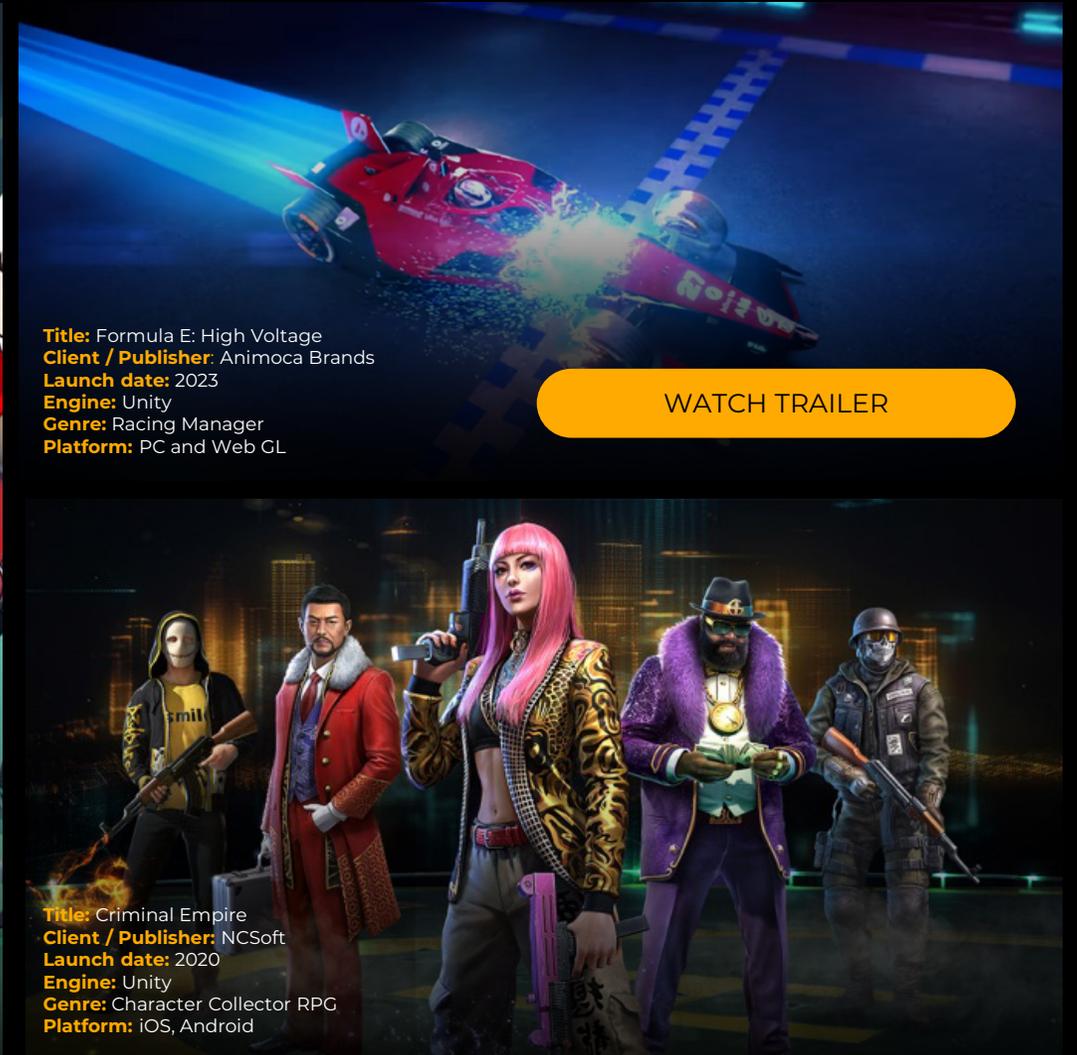
**Title:** Pac-Man Mega Tunnel Battle: Chomp Champs  
**Client / Publisher:** Bandai Namco  
**Launch date:** 2024  
**Engine:** Unreal  
**Genre:** Battle Royale Arcade  
**Platform:** Steam, Nintendo Switch, Xbox, PlayStation



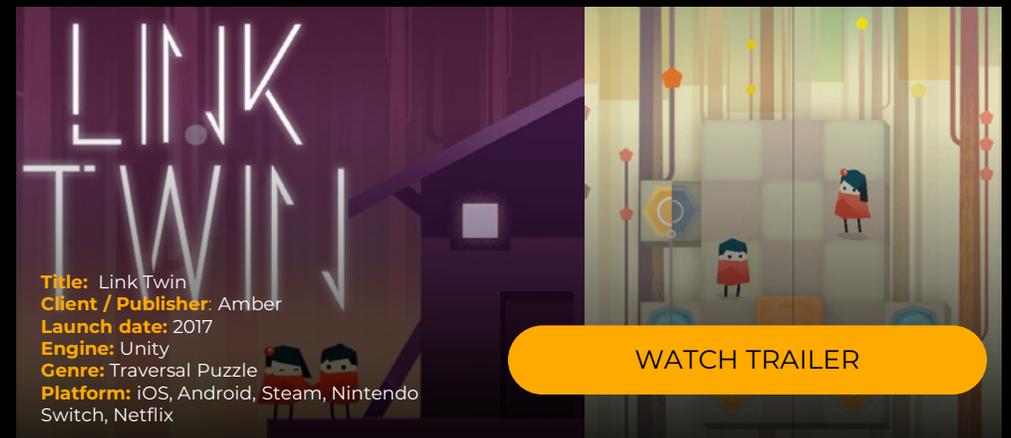
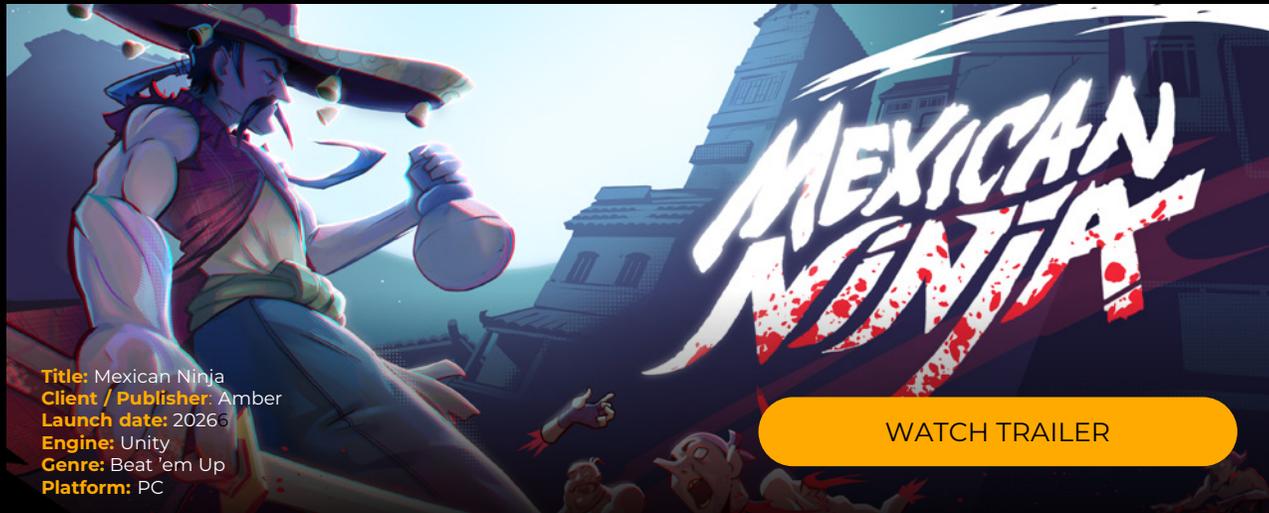
**Title:** Tetris Beat  
**Client / Publisher:** N3twork Studios  
**Launch date:** 2021  
**Engine:** Unity  
**Genre:** Rhythm Puzzle  
**Platform:** Apple Arcade



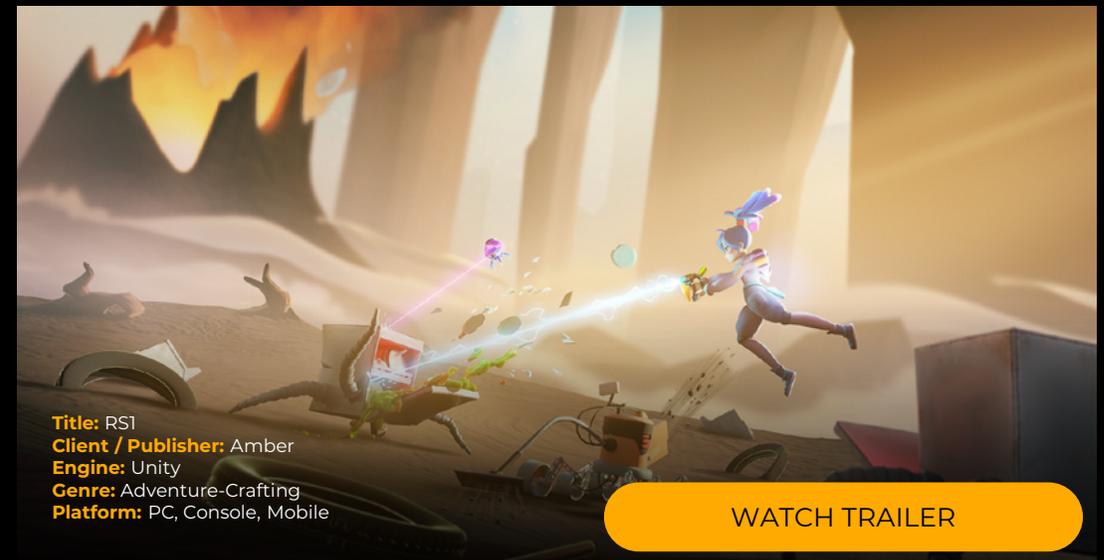
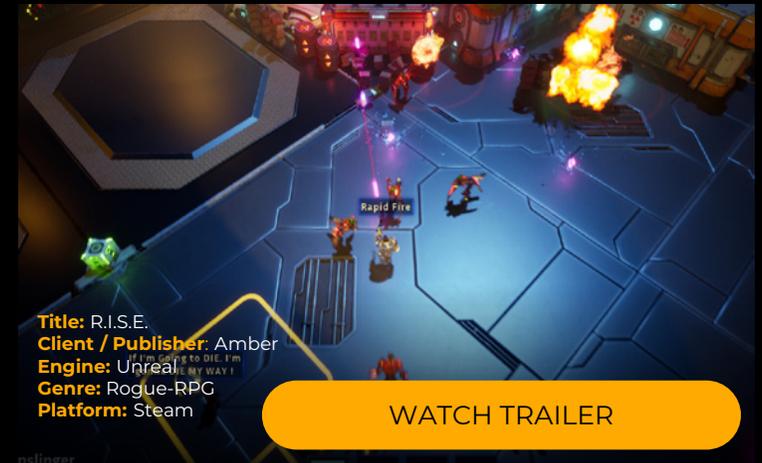
# FULL GAME DEVELOPMENT – CLIENT WORK



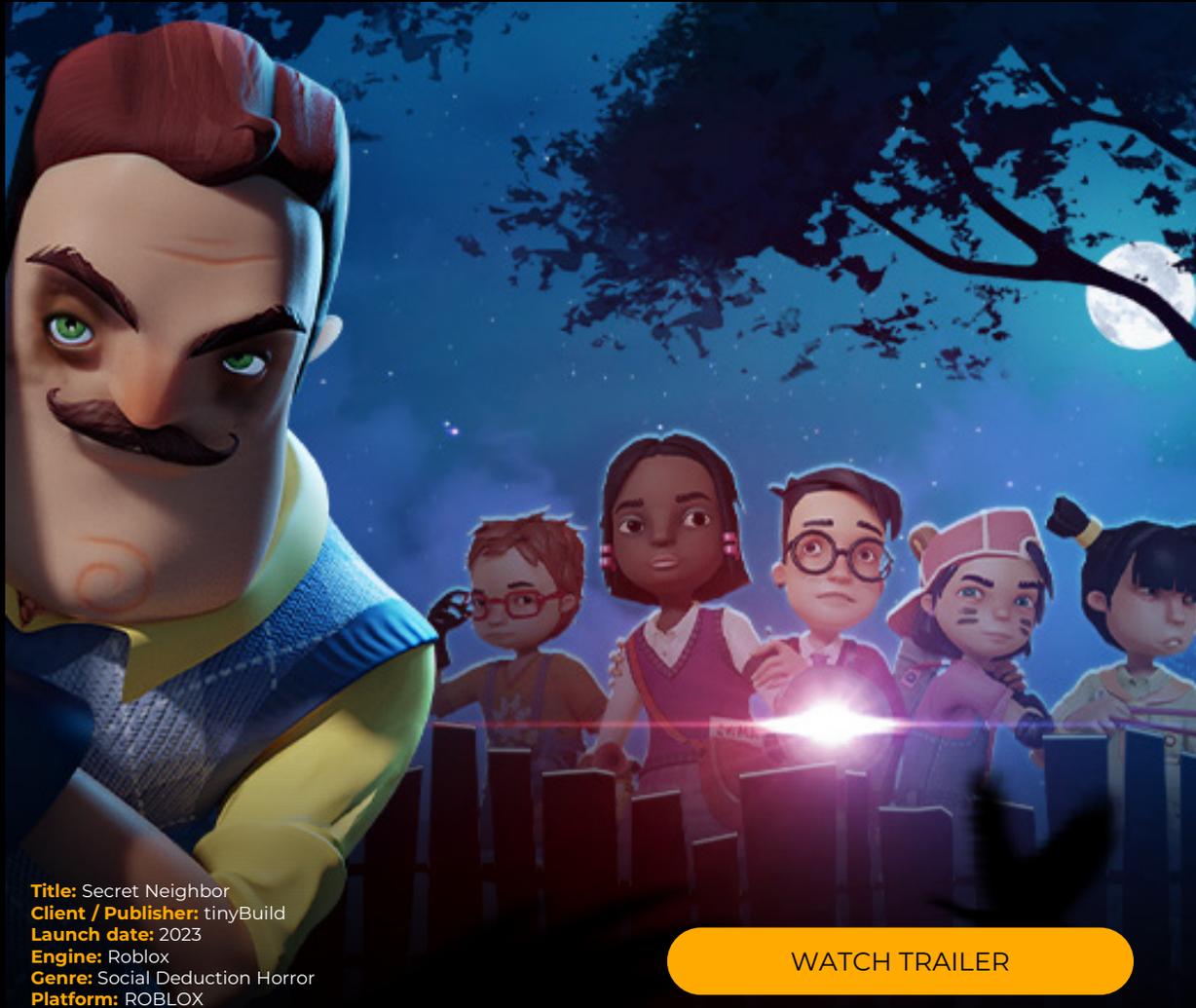
# FULL GAME DEVELOPMENT – ORIGINAL IP WORK



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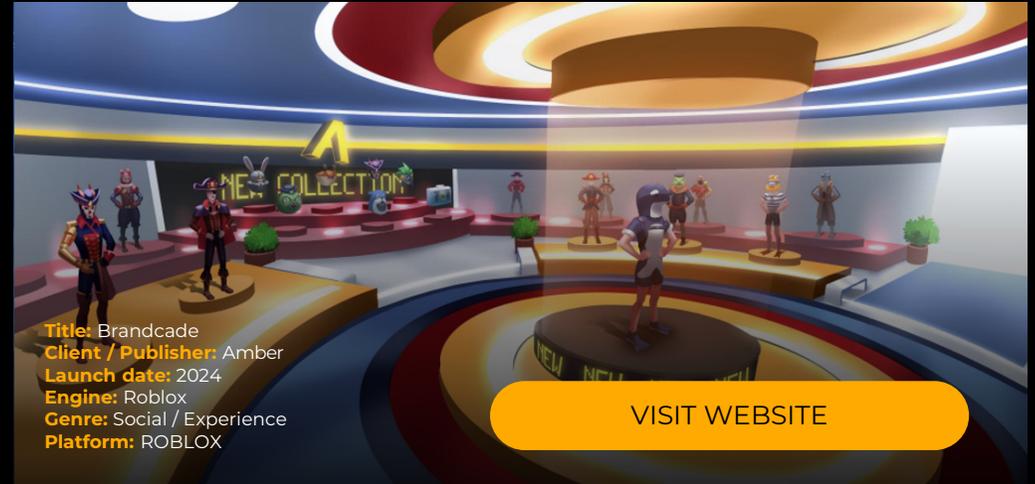


# ROBLOX WORK



**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

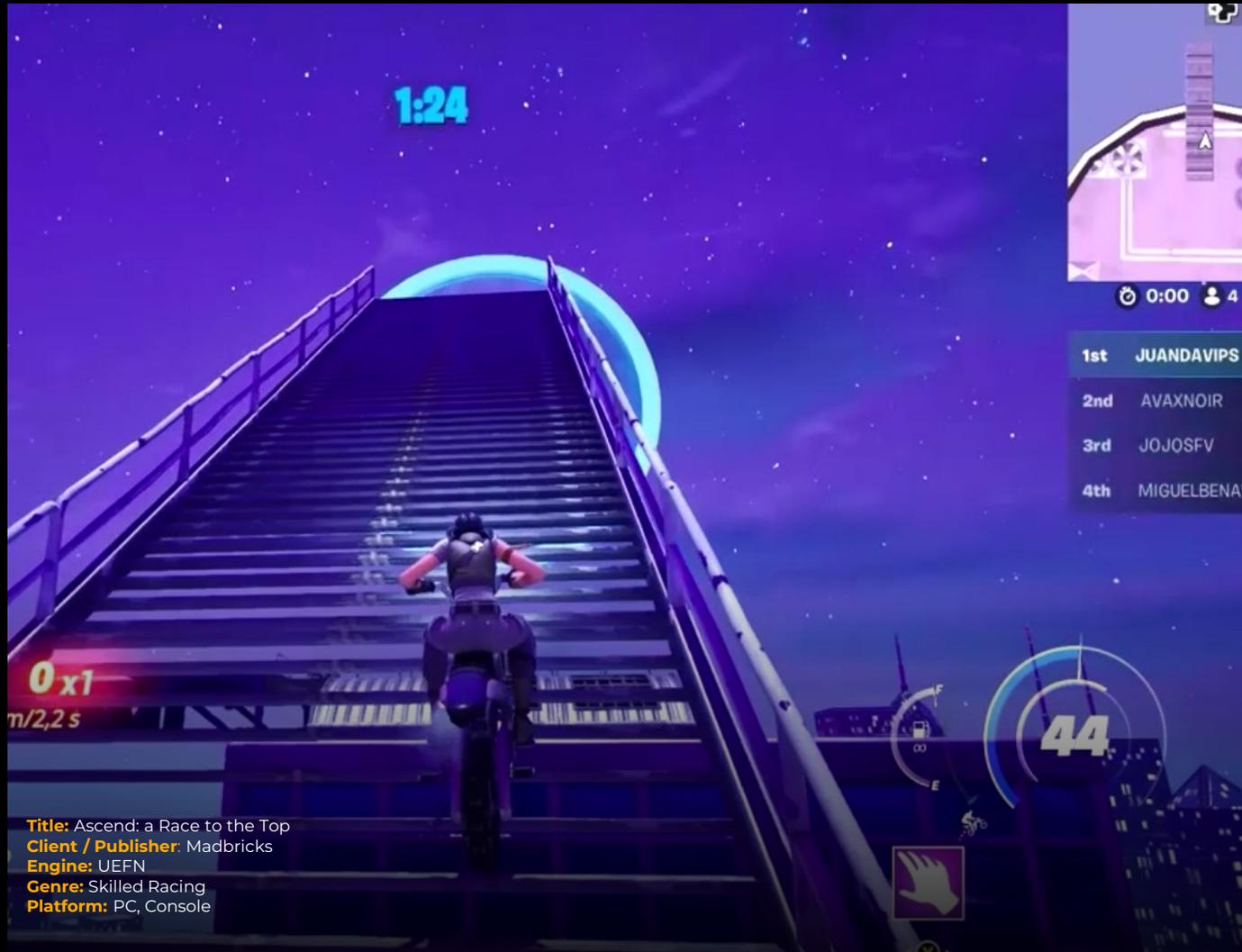
VISIT WEBSITE



**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



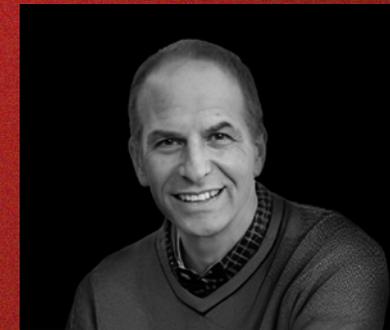
**Past companies:** PlayStation, Electronic Arts, Google



**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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