



# 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



# CANADIAN STUDIO, WORLDWIDE REACH

## BOUTIQUE VALUE



In-game LQA testing at our Localization lab in Montreal



An award-winning team of Localization veterans



Best in class technology & proprietary tools

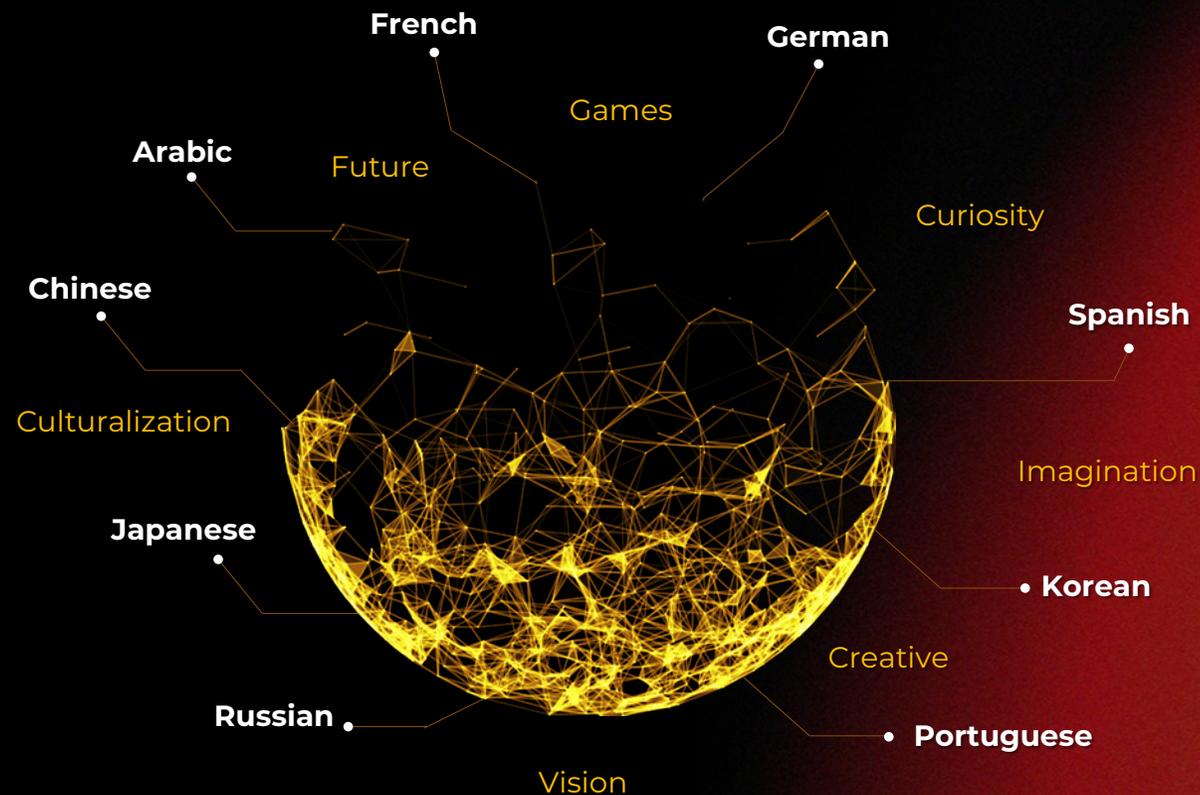


A secure, iterative process with built-in redundancies to ensure quality



# GAMING EXPERIENCE

## LOCALIZATION EXPERIENCE



**Amber Localization use a team of freelance professionals to rely on the most veteran video game contributors worldwide.**

- We suggest accounting for 1500 to 4500 words per business day, w. a 48h minimum deadline.
- Premium TEP localization (2 steps), Editing/Proofreading (1 step), Terminology, LQA (in-game testing), Certification, and I18n consulting.
- If we handle both LOC & LQA, we make sure to update linguistic issues in all databases ourselves to reduce client's burden.





**LOC – LOCALIZE  
YOUR GAME**

Stay true to your vision in all  
languages & regions

**LQA – TEST IT FOR  
RELEASE**

Target issues before they  
undermine your game's  
playability & reputation

**INT – I18N\*  
CONSULTING**

Get the necessary  
insight to adapt to local  
challenges



\*Internationalization

# CHECK OUT THE FUNDAMENTALS OF OUR STYLE & VALUE

All individuals on your project can be **named**, and their professional experience in linguistics and video games **demonstrated**.

Fully equipped with specialized tools to **curate & protect your content**, including code and data (such as MemoQ, JIRA, etc.).

Subsequent corrections (e.g. LQA) are **applied in all databases** so they don't reappear in following updates.

The LQA testing team works **together in-game** to crosscheck issues and offer solutions in all languages.

Project **management supports** your team on Slack with their experience, even when you're not currently localizing.

# AN ITERATIVE PARTNER THAT CARES ABOUT THE **GAME & SERVICE** BEYOND TIME & MATERIAL

## MOST AGENCIES / LSPs

Understand the linguistics well, but little about video game production



Offer a faceless, disconnected process that never looks back

## AMBER



# TAKE THEIR WORD FOR IT

## A GROWING LIST OF SATISFIED PARTNERS



**Imangi**  
Studios



**S**  
sandsoft



**BLACK**  
**SALT**  
GAMES



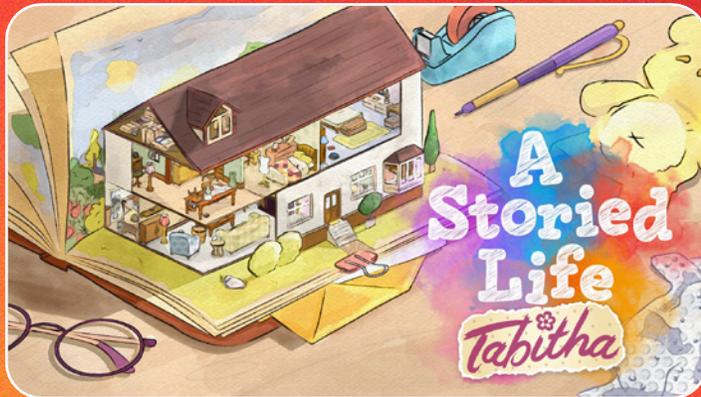
"OMG! I can't believe you guys translated our game into 15 languages in under a week. I have no idea how you did that, but you helped us meet our milestone, and you even let us throw things at you last minute we had forgotten, and you kept costs down to a minimum for us. You guys are truly amazing."  
- **Greg Johnson (Game Designer – HumaNature Studios)**



"I want to thank all of you guys for all the hard work and hustle you put in getting this game LQA tested and making sure everything is the best it could possibly be. [...] I wanted to make sure you all know how much we appreciate everything you did for this project! Expanding our games into as many regions and languages as we can is a personal passion of mine, and I'm so happy we were able to work together to make that happen. We would love to work again on future projects, so keep an eye out for messages from me in the future!"  
- **Grant Steiner (Release Manager – Steel Wool Studios)**

# TAKE THEIR WORD FOR IT

## A GROWING LIST OF SATISFIED PARTNERS



# THANK YOU!



**JOHN W. PARK**  
Localization Studio Leader



[www.amberstudio.com](http://www.amberstudio.com)

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