
AMBER
METAVERSE

CORE STRENGTHS

Global Presence

with flexible and scalable teams
(900+ staff across 8 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

Information Security Management ISO 27001 Certified

Trusted by Partners

Service Partner 2026

Service Partner 2025

NPS 67 2025

NPS 64 2024

NPS 63 2023

Recognized by Peers

MOBILE GAMES AWARDS – BEST CODEV/ OUTSOURCING STUDIO WINNER 2025

MOBILE GAMES AWARDS – BEST QA & LOCALISATION SERVICE PROVIDER HONORABLE MENTION 2025

MOBILE GAMES AWARDS – BEST QA & LOCALISATION SERVICE PROVIDER WINNER 2024

MOBILE GAMES AWARDS – BEST SERVICE PROVIDER NOMINEE 2024

MOBILE GAMES AWARDS – BEST QA & LOCALISATION SERVICE PROVIDER WINNER 2021

DeveLop – BEST QA & LOCALISATION SERVICE PROVIDER FINALIST 2018



AMBER is a trusted global game development partner with expertise across a wide range of platforms and genres.

OFFERINGS & CAPABILITIES



Full Game Development



Ports & Remasters



Turnkey Co-development



Team Augmentation Across All Disciplines



Post-launch Content & Live Operations



Cross-Platform Development

TRUSTED BY INDUSTRY LEADERS

ROBLOX

EPIC GAMES

UNREAL EDITOR FOR FORTNITE

LG

PlayStation.VR

PICO

THE SANDBOX

Sony Immersive Music Studios

NEXT

> Amber made collaboration effortless — clear communication, creative alignment, and a level of professionalism that kept production moving smoothly. The process was inspiring, and the final product truly reflected the energy they put in.
>
> Matthew Zikry - SONY IMMERSIVE MUSIC STUDIOS

> 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

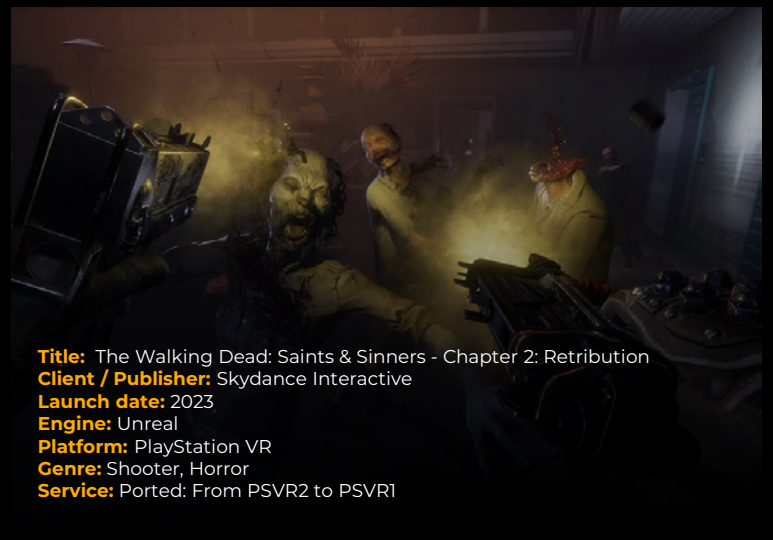
IMMERSIVE PLATFORMS



Title: TRIPP
Client / Publisher: TRIPP, Inc.
Launch date: 2020
Engine: Unity
Platforms: Meta Quest, PlayStation VR 2
Genre: Health & Fitness
Service: Co-Development: Content, VR, Art



Title: NFL Pro Era II VR
Client / Publisher: StatusPro
Launch date: 2024
Engine: Unity
Platforms: PICO 4 Pro, PICO 4
Genre: Sports
Service: Porting: From PC/Console to PICO platform



Title: The Walking Dead: Saints & Sinners - Chapter 2: Retribution
Client / Publisher: Skydance Interactive
Launch date: 2023
Engine: Unreal
Platform: PlayStation VR
Genre: Shooter, Horror
Service: Ported: From PSVR2 to PSVR1



Title: Carnival Blitz
Client / Publisher: LG
Launch date: TBD
Engine: Unity
Platform: LG TV
Genre: Arcade
Service: Full Game Development



Title: Unicorn Academy: Friendship Adventure
Client / Publisher: Nex
Launch date: 2025
Engine: Unity
Platform: Nex Playground
Genre: Adventure
Service: Full Game Development



Title: Tiny Chef
Client / Publisher: NEX
Launch date: 2026
Engine: Unity
Platform: Nex Playground
Genre: Party, Casual
Service: Full Game Development

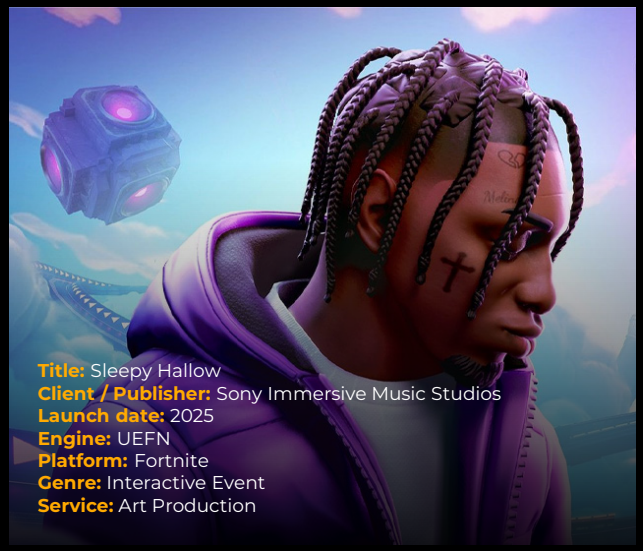
UGC PLATFORMS



Title: SAW X: Survive the Obby
Client / Publisher: Pure Imagination Studios / Lionsgate
Launch date: 2023
Engine: Roblox Studio
Platform: Roblox
Genre: Horror Obby
Service: Full Game Development



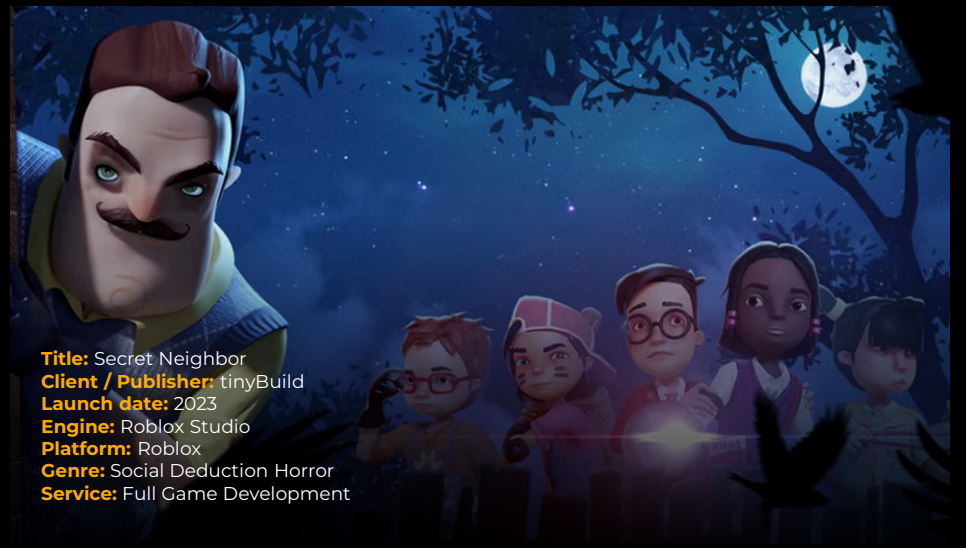
Title: The Sandbox - Invincible
Client / Publisher: The Sandbox
Launch date: 2023
Engine: Game Maker
Platform: The Sandbox
Genre: 3rd Person Action/Adventure
Service: Full Game Development



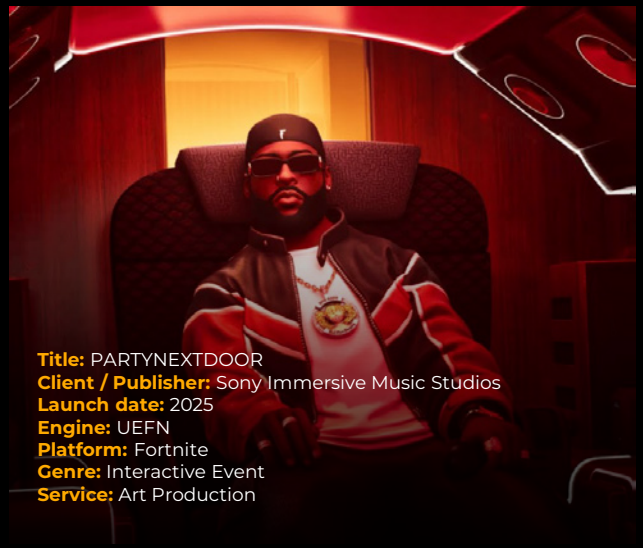
Title: Sleepy Hallow
Client / Publisher: Sony Immersive Music Studios
Launch date: 2025
Engine: UEFN
Platform: Fortnite
Genre: Interactive Event
Service: Art Production



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



Title: Secret Neighbor
Client / Publisher: tinyBuild
Launch date: 2023
Engine: Roblox Studio
Platform: Roblox
Genre: Social Deduction Horror
Service: Full Game Development



Title: PARTYNEXTDOOR
Client / Publisher: Sony Immersive Music Studios
Launch date: 2025
Engine: UEFN
Platform: Fortnite
Genre: Interactive Event
Service: Art Production

THANK YOU!



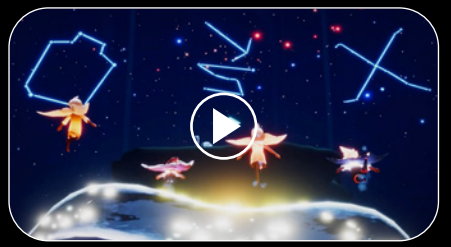
ANDREEA ENACHE
Chief Revenue Officer



IOANA POHONTU
BD Manager

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