AMBER
MOBILE

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 | Information Security Management ISO 27001 Certified

Trusted by Partners | 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

GAMELOFT

BIG FISH

SCOPELY

EPIC GAMES

king

unity

tinyBuild

KABAM

TILTINGPOINT
RAISE YOUR GAME

SUPER EVIL MEGACORP

NBCUniversal

Imangi Studios

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

Amber's team threw themselves into their collaboration with us. At every step, they were committed to getting us what we needed, as well as understanding and adapting to our ways of working. Their communication and professionalism was a genuine pleasure to experience."

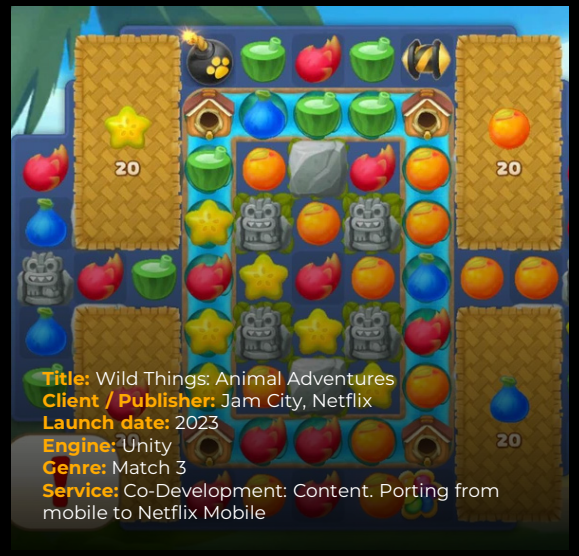
John Lau – USTWO GAMES

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

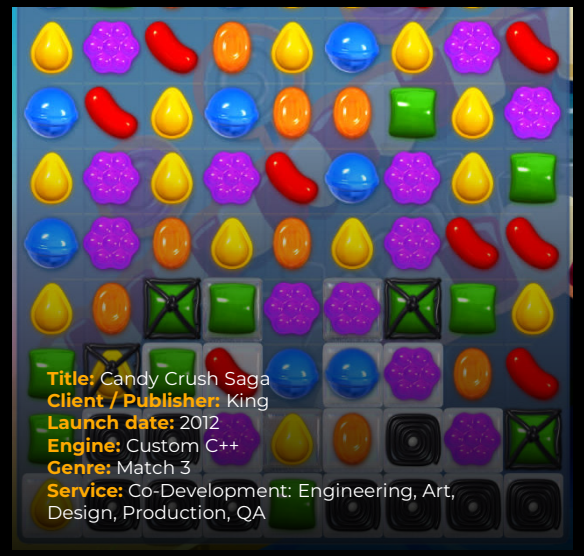
Jake Flint - IMANGI

MOBILE PORTFOLIO

Title: My Talking Tom 2
Client / Publisher: Outfit7
Launch date: 2018
Engine: Custom engine based on Unity
Genre: Match 3, Puzzle, Arcade
Service: Co-Development: Content



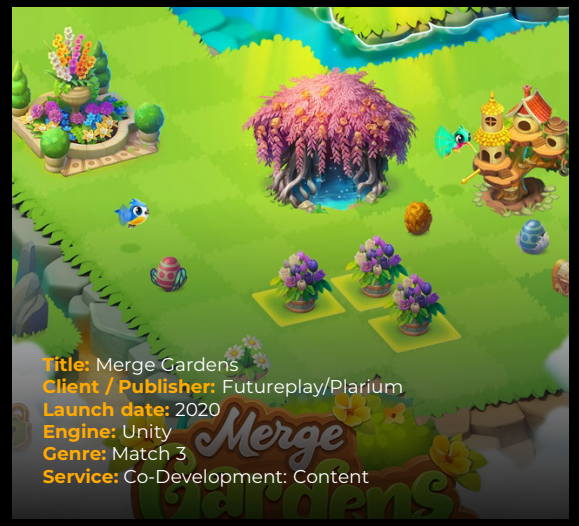
Title: Wild Things: Animal Adventures
Client / Publisher: Jam City, Netflix
Launch date: 2023
Engine: Unity
Genre: Match 3
Service: Co-Development: Content. Porting from mobile to Netflix Mobile



Title: Candy Crush Saga
Client / Publisher: King
Launch date: 2012
Engine: Custom C++
Genre: Match 3
Service: Co-Development: Engineering, Art, Design, Production, QA

Title: Gwen's Getaway
Client / Publisher: Ubisoft
Engine: Unity
Genre: Match 3
Service: Co-Development: Content

Title: Pet Rescue Saga
Client / Publisher: King
Launch date: 2012
Engine: Unity
Genre: Match 3
Service: Co-Development: Content



Title: Merge Gardens
Client / Publisher: Futureplay/Plarium
Launch date: 2020
Engine: Unity
Genre: Match 3
Service: Co-Development: Content

Title: Travel Duck
Client / Publisher: Moon Active
Launch date: 2024
Engine: Unity
Genre: Match 3
Service: Co-Development: Content

Title: Vineyard Valley
Client / Publisher: Jam City, Netflix
Launch date: 2023
Engine: Unity
Genre: Match 3
Services: Co-Development: Content. Porting from mobile to Netflix Mobile

MOBILE PORTFOLIO

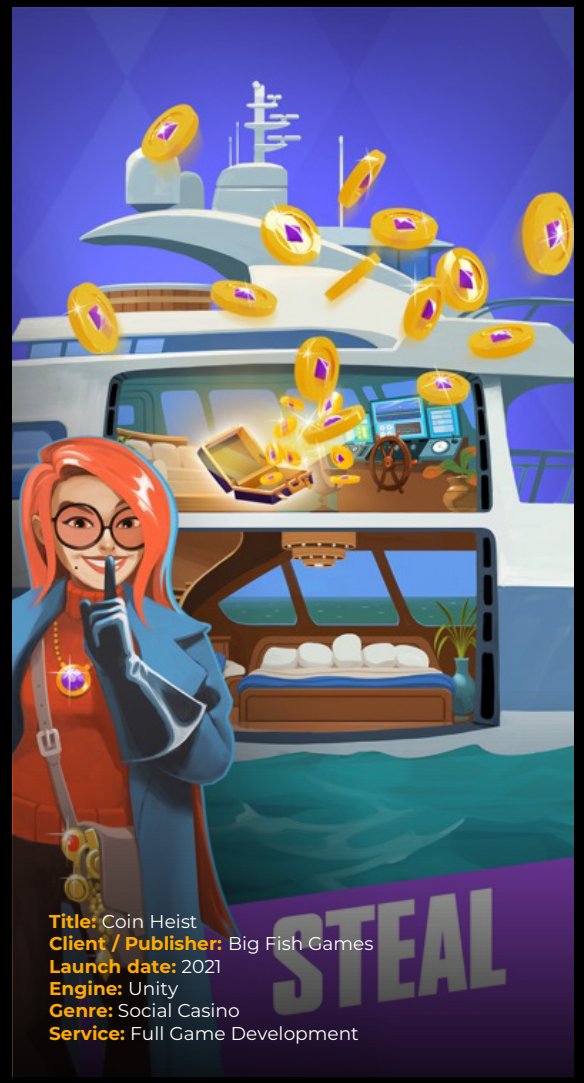
Title: Frozen Free Fall
Client / Publisher: Disney
Launch date: 2013
Engine: Unity
Genre: Match 3
Service: Porting from iOS to Windows Store and Windows Phone

Title: Disney Dream Treats
Client / Publisher: Disney
Launch date: 2015
Engine: Unity
Genre: Match 3
Service: Co-Development: Content

Title: Bad North
Client / Publisher: Raw Fury
Launch date: 2019
Engine: Unity
Genre: RTS
Service: Porting from Nintendo Switch to iOS and Android

Title: War Commander Rogue Assault
Client / Publisher: Kixeye
Launch date: 2016
Engine: Unity
Genre: RTS
Service: Co-Development: Engineering, Art, QA, Production

MOBILE PORTFOLIO



Title: Coin Heist
Client / Publisher: Big Fish Games
Launch date: 2021
Engine: Unity
Genre: Social Casino
Service: Full Game Development

Title: Jackpot Party Casino
Client / Publisher: SciPlay
Launch date: 2012
Engine: Unity
Genre: Social Casino
Service: Co-Development: Engineering, Art, QA, Production

Title: 88 Fortunes Slot
Client / Publisher: SciPlay
Launch date: 2017
Engine: Unity
Genre: Social Casino
Service: Co-Development: Engineering, QA

Title: Bingo Showdown
Client / Publisher: SciPlay
Launch date: 2014
Engine: Unity
Genre: Social Casino
Service: Co-Development: Engineering

Title: Gold Fish Casino
Client / Publisher: SciPlay
Launch date: 2014
Engine: Unity
Genre: Social Casino
Service: Co-Development: Engineering, Art

MOBILE PORTFOLIO

Title: Diamond Diaries Saga
Client / Publisher: King
Launch date: 2018
Engine: Unity
Genre: Puzzle Linker
Service: Co-Development: Content

Title: Angry Birds Friends
Client / Publisher: Rovio
Launch date: 2012
Engine: Unity
Genre: Physics Puzzle
Service: Co-Development: Content

Title: Dumb Ways to Die: Dumb Choices
Client / Publisher: Madbricks
Launch date: 2022
Engine: Unity
Genre: Puzzle, Adventure, Point and Click
Service: Full Game Development

Title: Angry Birds Dream Blast
Client / Publisher: Rovio
Launch date: 2018
Engine: Unity
Genre: Physics Popper
Service: Co-Development: Content

Title: Angry Birds Reloaded
Client / Publisher: Rovio
Launch date: 2021
Engine: Unity
Genre: Physics Puzzle
Service: Co-Development: Content

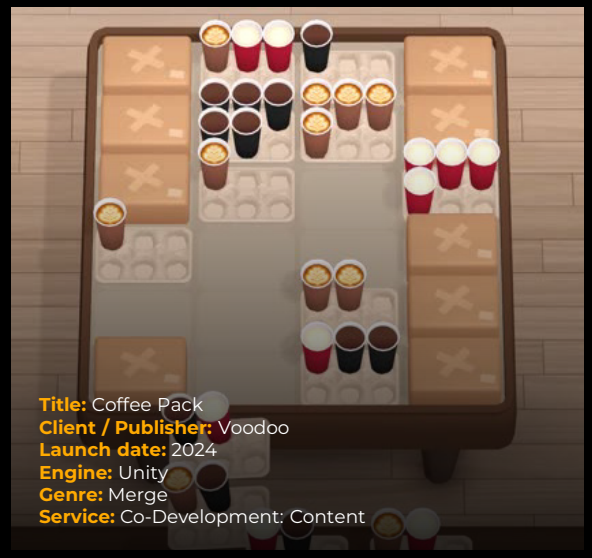
Title: Angry Birds Journey
Client / Publisher: Rovio
Launch date: 2022
Engine: Unity
Genre: Physics Puzzle
Service: Co-Development: Content

Title: Tetris Beat
Client / Publisher: N3twork Studios
Launch date: 2021
Engine: Unity
Genre: Rhythm Puzzle
Service: Full Game Development

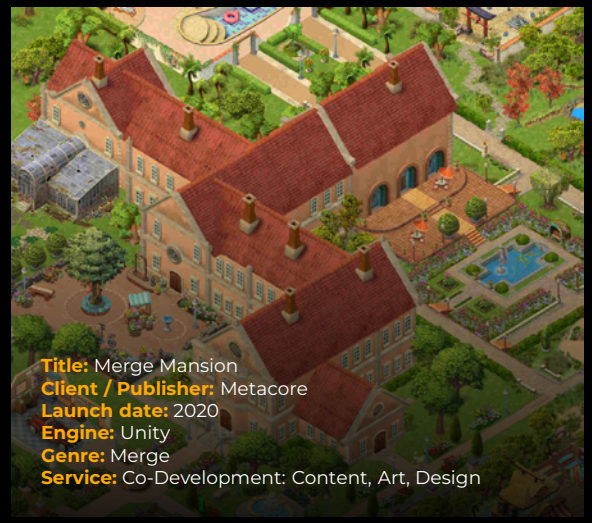
MOBILE PORTFOLIO

Title: Dungeon Boss
Client / Publisher: Boss Fight
Start date: 2019
Engine: Unity
Genre: Character Collector Strategy RPG
Service: Co-Development: Production, Live Ops, Engineering, Design, QA

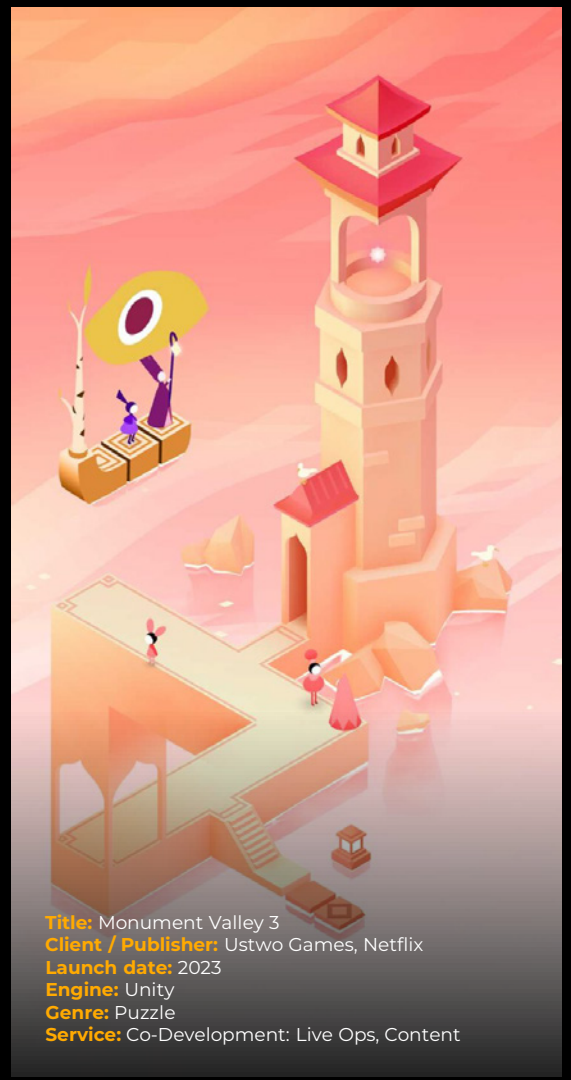
Title: Criminal Empire
Client / Publisher: NCSoft
Launch date: 2020
Engine: Unity
Genre: Character Collector RPG
Service: Full Game Development



Title: Coffee Pack
Client / Publisher: Voodoo
Launch date: 2024
Engine: Unity
Genre: Merge
Service: Co-Development: Content



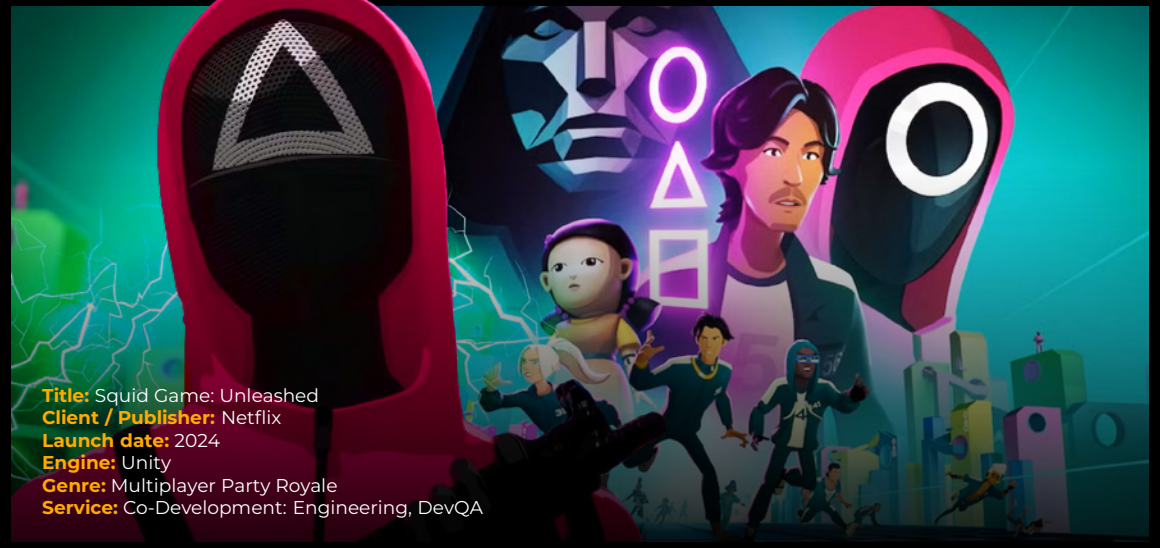
Title: Merge Mansion
Client / Publisher: Metacore
Launch date: 2020
Engine: Unity
Genre: Merge
Service: Co-Development: Content, Art, Design



Title: Monument Valley 3
Client / Publisher: Ustwo Games, Netflix
Launch date: 2023
Engine: Unity
Genre: Puzzle
Service: Co-Development: Live Ops, Content

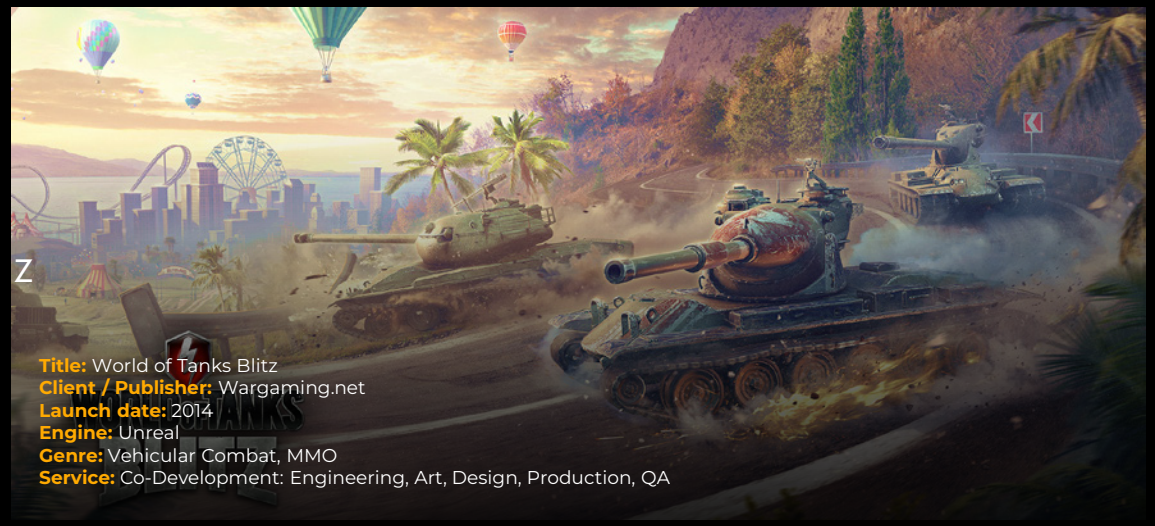
MOBILE PORTFOLIO

Title: Catalyst Black
Client / Publisher: Super Evil Megacorp
Launch date: 2022
Engine: E.V.I.L. Engine (Custom C++)
Genre: Battleground Shooter
Service: Co-Development: Engineering



Title: Squid Game: Unleashed
Client / Publisher: Netflix
Launch date: 2024
Engine: Unity
Genre: Multiplayer Party Royale
Service: Co-Development: Engineering, DevQA

Title: Bubble Witch Saga 2 & 3
Client / Publisher: King
Launch date: 2014 & 2016
Engine: Unity
Genre: Bubble Shooter
Service: Co-Development: Content

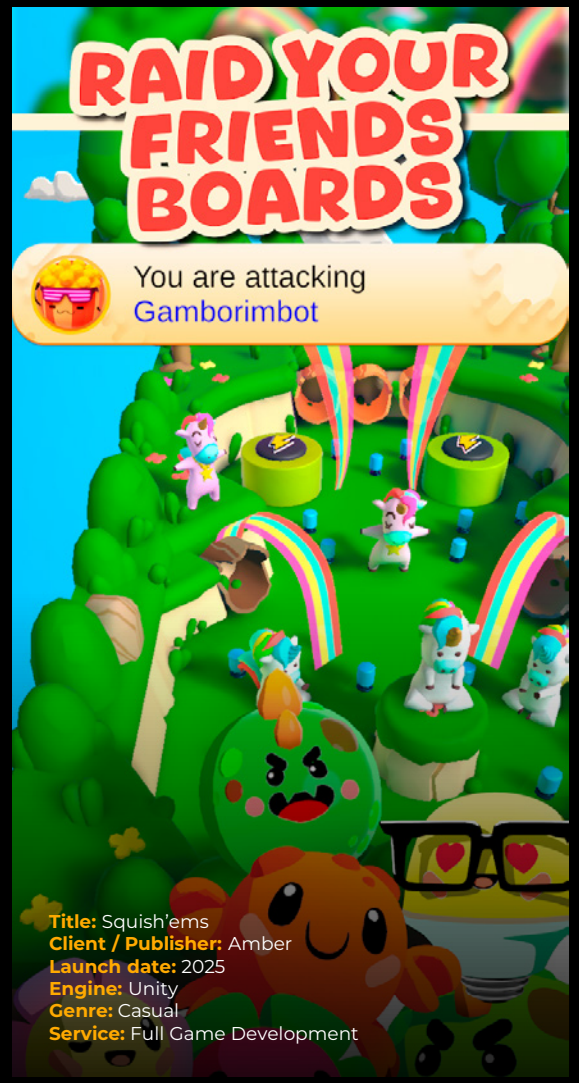


Title: World of Tanks Blitz
Client / Publisher: Wargaming.net
Launch date: 2014
Engine: Unreal
Genre: Vehicular Combat, MMO
Service: Co-Development: Engineering, Art, Design, Production, QA

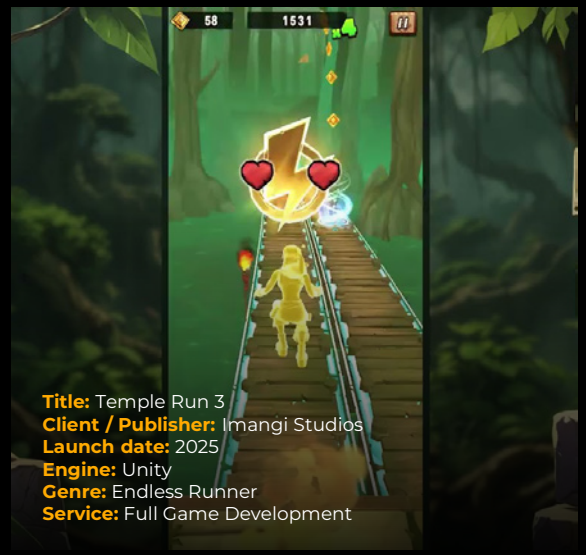
Title: Super Spy Ryan
Client / Publisher: Amazon Inc
Launch date: 2022
Engine: Unity
Genre: Battle arena
Service: Full Game Development

Title: Inside Out Thought Bubbles
Client / Publisher: Disney
Launch date: 2015
Engine: Unity
Genre: Bubble Shooter
Service: Co-Development: Engineering, QA, Content, Live Ops

MOBILE PORTFOLIO



Title: Squish'ems
Client / Publisher: Amber
Launch date: 2025
Engine: Unity
Genre: Casual
Service: Full Game Development



Title: Temple Run 3
Client / Publisher: Imangi Studios
Launch date: 2025
Engine: Unity
Genre: Endless Runner
Service: Full Game Development

Title: Rumble Heroes
Client / Publisher: Rogue Games
Launch date: 2018
Engine: Unity
Genre: Single Line MOBA
Service: Full Game Development

Title: Team Fight Tactics
Client / Publisher: Riot Games
Launch date: 2019
Engine: Hextech & UE5
Genre: Strategy
Service: Art Production

Title: Sky: Children of the Light
Client / Publisher: thatgamecompany
Launch date: 2019
Engine: PhyreEngine
Genre: Adventure, RPG
Service: Co-Development: Engineering, QA,

THANK YOU!

ANDREEA ENACHE
Chief Revenue Officer

IOANA POHONTU
BD Manager

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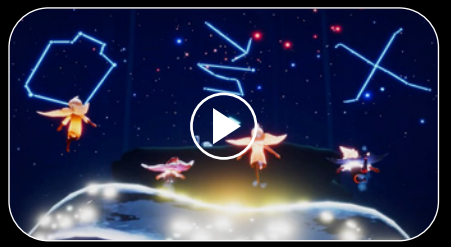

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