
AMBER
MOBILE

# 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







































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

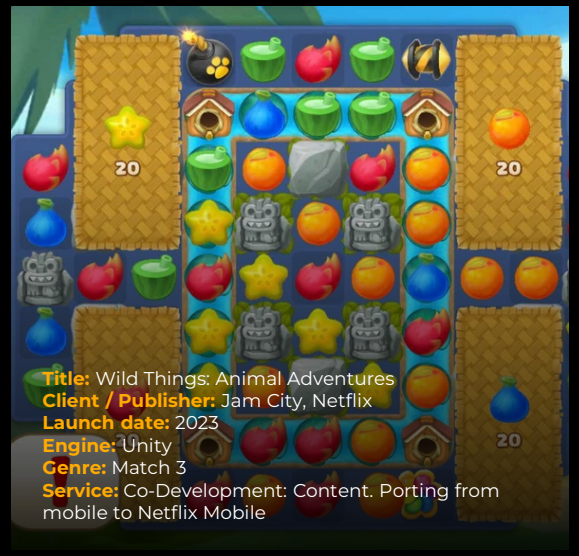
A wonderful experience working with a professional and inspired team! Our products are better with AMBER in the fold!"

Jake Flint - IMANGI

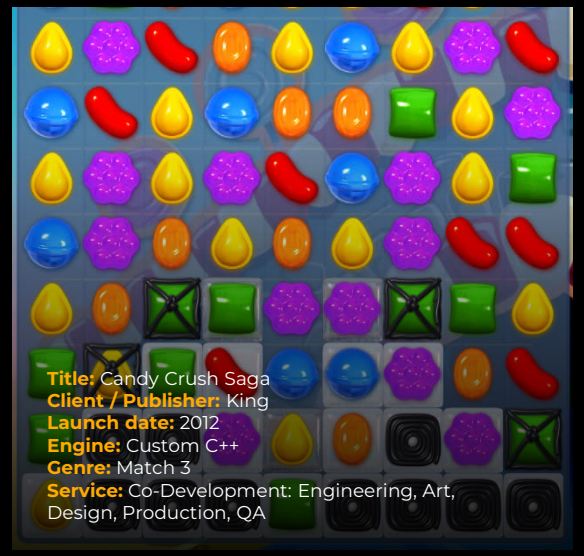
# MOBILE PORTFOLIO



**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



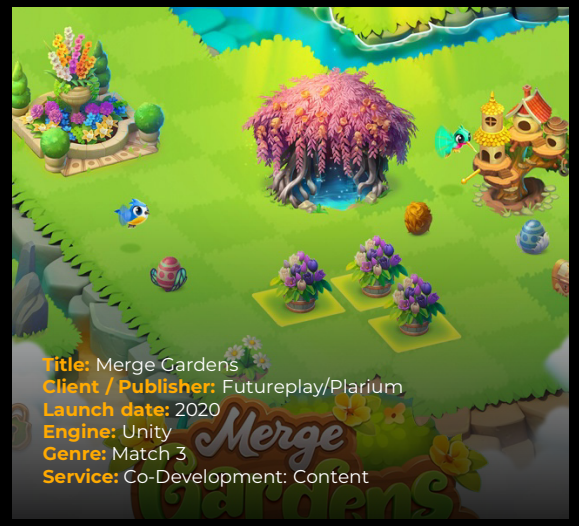
**Title:** Candy Crush Saga
**Client / Publisher:** King
**Launch date:** 2012
**Engine:** Custom C++
**Genre:** Match 3
**Service:** Co-Development: Engineering, Art, Design, Production, QA



**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

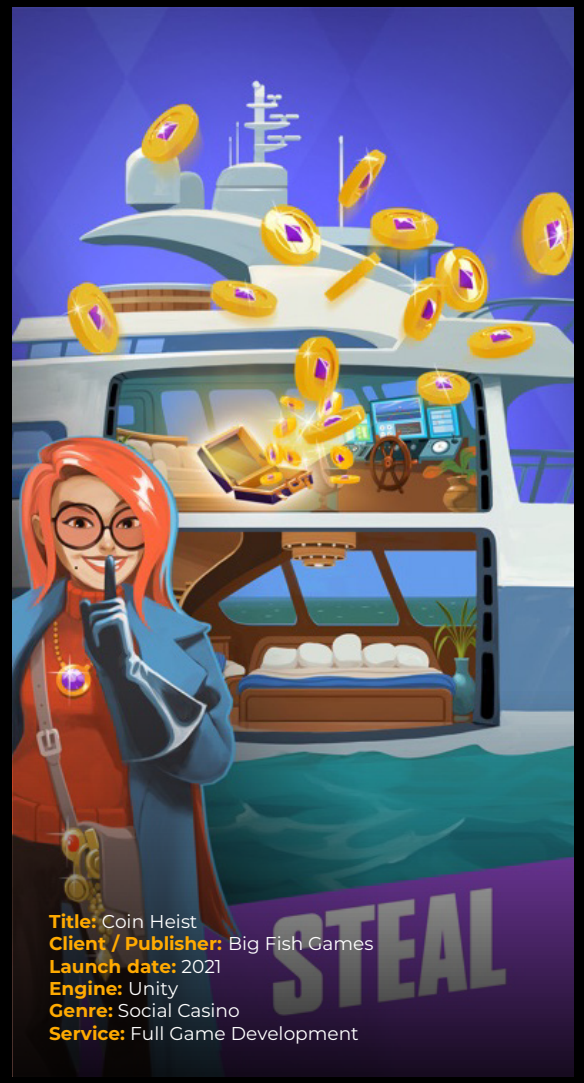



**Title:** Bad North
**Client / Publisher:** Raw Fury
**Launch date:** 2019
**Engine:** Unity
**Genre:** RTS
**Service:** Porting from Nintendo Switch to iOS and Android



**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

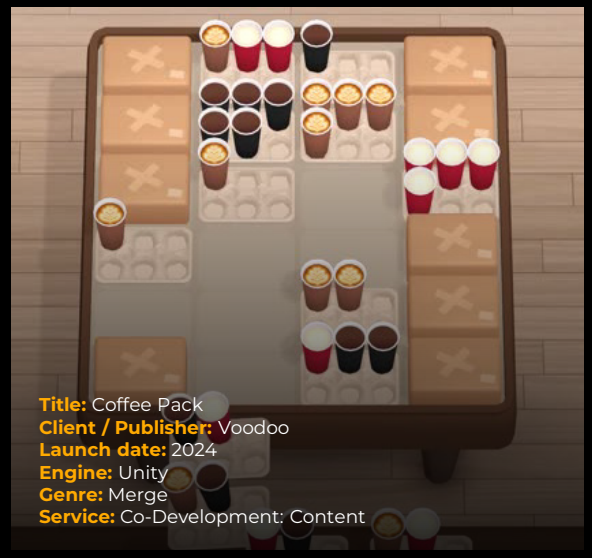
# MOBILE PORTFOLIO



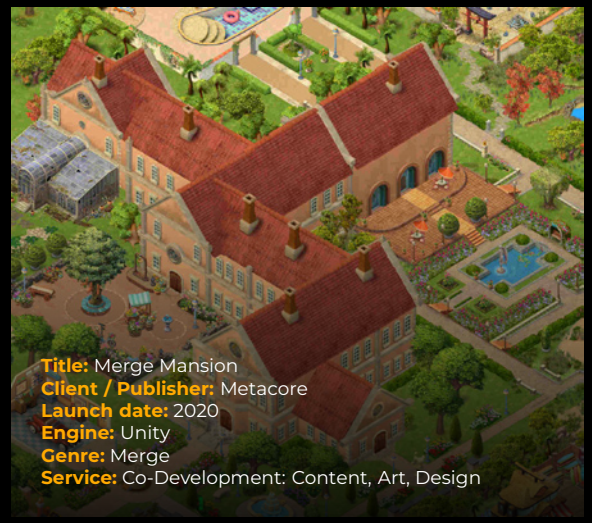

**Title:** Dungeon Boss
**Client / Publisher:** Boss Fight
**Start date:** 2019
**Engine:** Unity
**Genre:** Character Collector Strategy RPG
**Service:** Co-Development: Production, Live Ops, Engineering, Design, QA



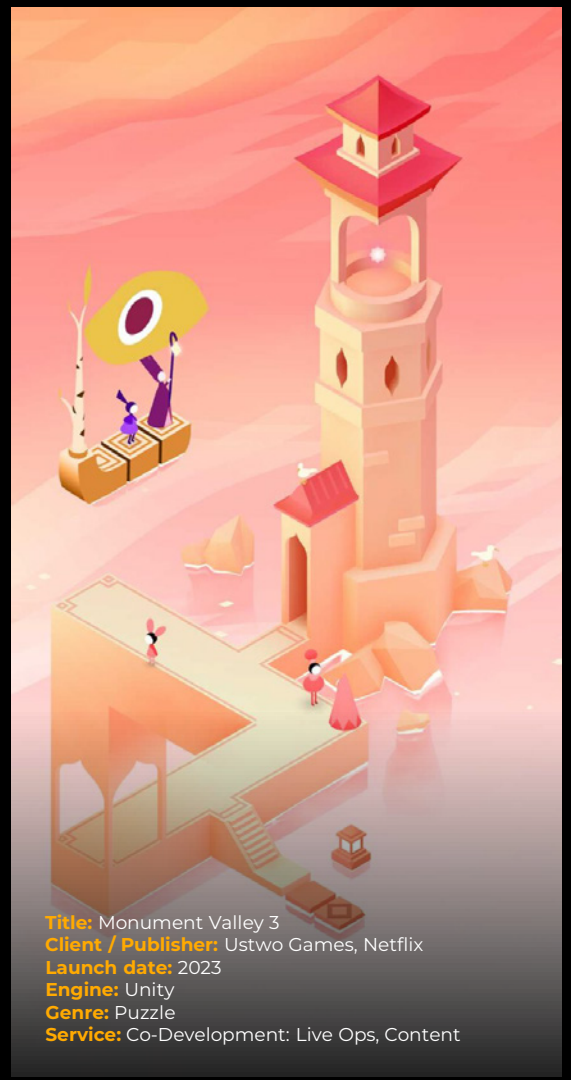
**Title:** Criminal Empire
**Client / Publisher:** NCSoft
**Launch date:** 2020
**Engine:** Unity
**Genre:** Character Collector RPG
**Service:** Full Game Development



**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

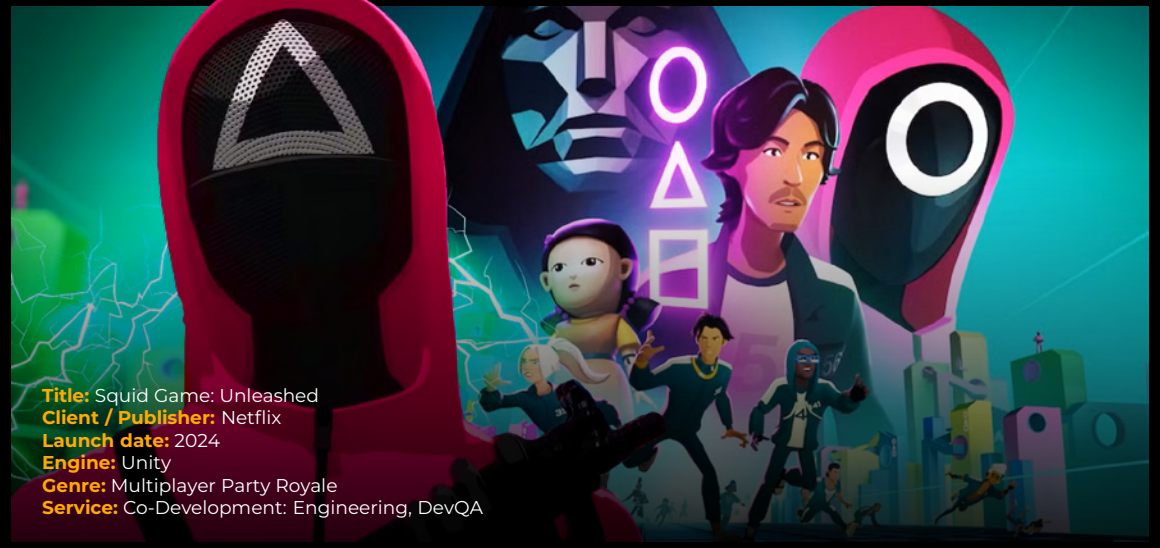


**Title:** Monument Valley 3
**Client / Publisher:** Ustwo Games, Netflix
**Launch date:** 2023
**Engine:** Unity
**Genre:** Puzzle
**Service:** Co-Development: Live Ops, Content

# MOBILE PORTFOLIO



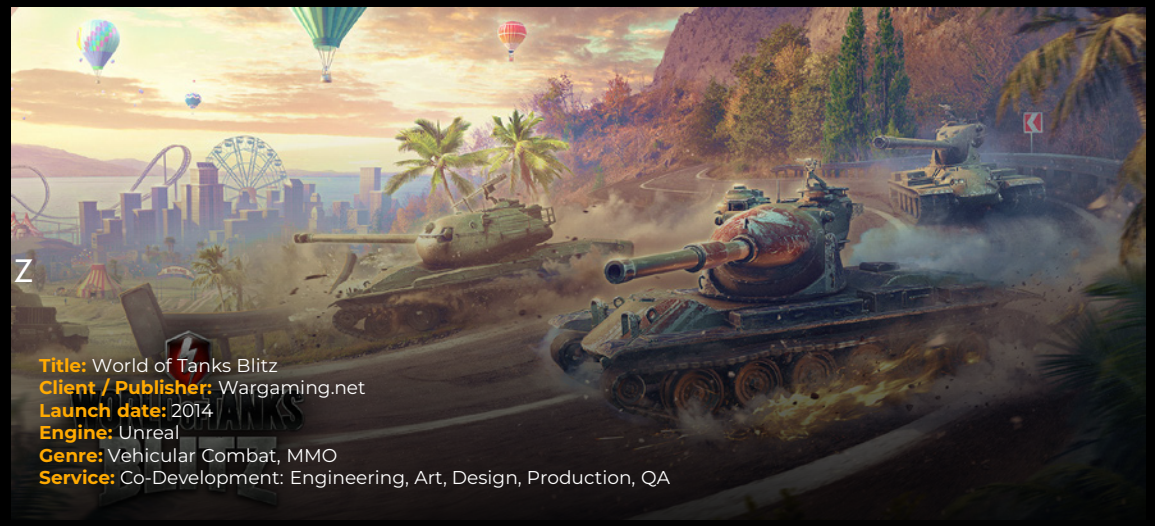
**Title:** Catalyst Black
**Client / Publisher:** Super Evil Megacorp
**Launch date:** 2022
**Engine:** E.V.I.L. Engine (Custom C++)
**Genre:** Battleground Shooter
**Service:** Co-Development: Engineering



**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

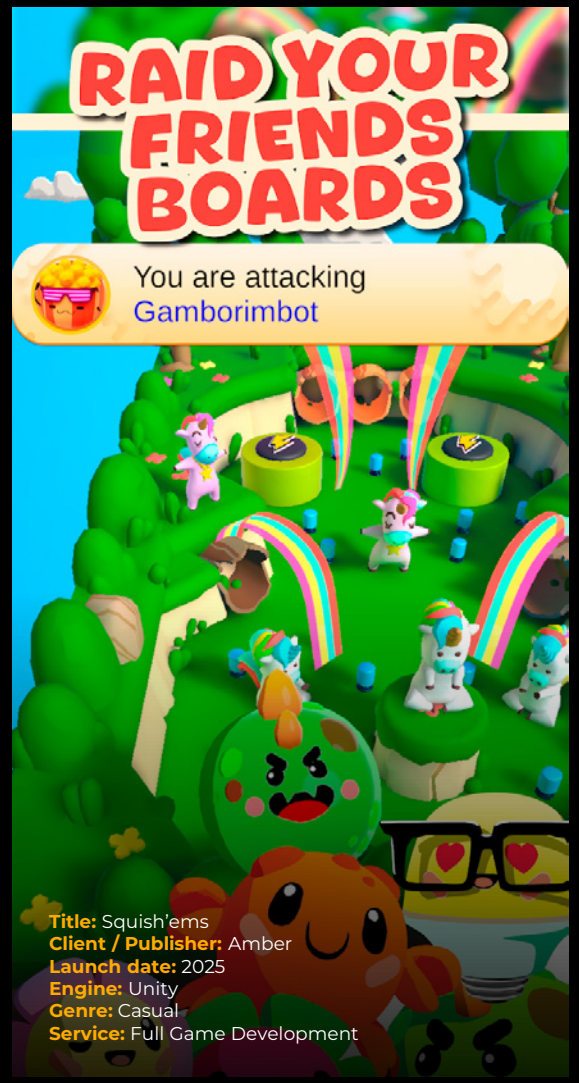



**Title:** Super Spy Ryan
**Client / Publisher:** Amazon Inc
**Launch date:** 2022
**Engine:** Unity
**Genre:** Battle arena
**Service:** Full Game Development

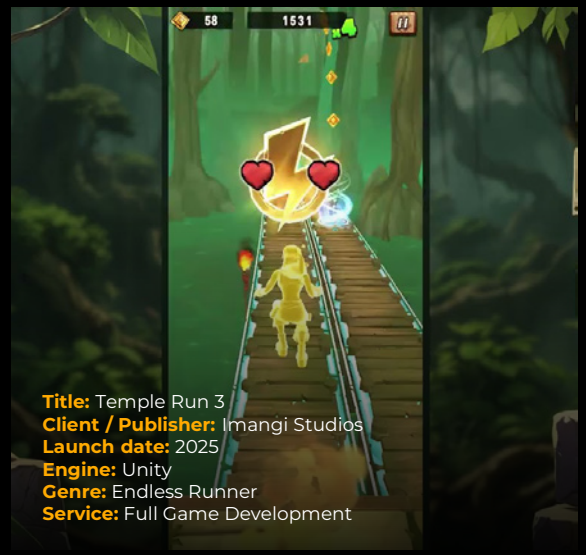


**Title:** Inside Out Thought Bubbles
**Client / Publisher:** Disney
**Launch date:** 2015
**Engine:** Unity
**Genre:** Bubble Shooter
**Service:** Co-Development: Engineering, QA, Content, Live Ops

# 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!



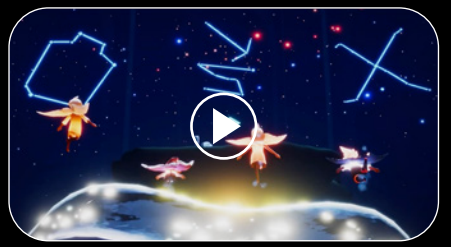
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