



AMBER

OVERVIEW DECK

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





A world map with a dark background and a light-colored landmass outline. Various cities are marked with colored dots and connected to labels by thin lines. The legend at the bottom right indicates that yellow dots represent 'Product Development' and red dots represent 'Development Services'. Cities marked with yellow dots include San Francisco, Los Angeles, Montreal, Bogota, and Kyiv. Cities marked with red dots include Bucharest, Botosani, Guadalajara, and Manila. The text 'AMBER is an international, preferred game development partner specializing in a diverse range of platforms and genres.' is centered over the map.

AMBER is an international, preferred game development partner specializing in a diverse range of platforms and genres.

● Product Development ● Development Services



CREATIVE STUDIOS



Karaokulta

Genre Passion: Hybrid Casual Mobile
Platform: Mobile, PC
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
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
Tech: Unreal / Proprietary / C++
Audience: Teens / Adults 13+
Monetization: Paid
[View Deck](#)
📍 BUCHAREST / MONTREAL



Avalon

Genre Passion: Puzzle, Casual Games
Platforms: Mobile, Netflix SDK
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), Netflix SDK
Tech: Unreal, Unity, C++, C#
Audience: Teen / Adults 13+
Monetization: F2P, Paid
[View Deck](#)
📍 BUCHAREST / KYIV



OFFERINGS & CAPABILITIES



Full Game
Development



Ports &
Remasters



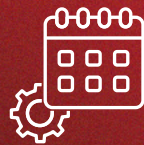
Turnkey
Co-development



AAA Art
Production



Team Augmentation
Across
All Disciplines



Post-Launch
Content & Live
Operations



Dev Support Services
(QA, Localization, Player
Support)



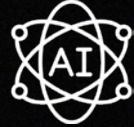
Marketing & Business
Performance



Emerging
Platforms

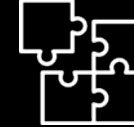


AI EXPERTISE



A Tool for Optimization

We leverage a vast array of emerging AI-powered tools to create real value for our partners through streamlined production workflows, engineering copilots and enhanced art pipelines.



A Tailored Approach

Every partner's perspective on how AI should be used in game development varies. We can customize our range of AI services to your specific project needs and comfort level.



Innovation in Action

We are first adopters in leveraging the power of machine learning for meaningful gameplay enhancements like realistic NPC interaction and generative narrative branching.



AI with Accountability

Amber's AI Governance Group (AAIGG) ensures safe adoption and cross-functional diligence to define the best ethical, legal, governance practices for AI tool integration in our processes.



TECHNOLOGIES & PLATFORMS

AMBER has tackled every major platform and has software & hardware licenses to support all your development needs.



UNREAL EDITOR
FOR FORTNITE

ROBLOX



SERIES
X|S

XBOX ONE

PS4

PS5

NETFLIX

amazon appstore



EPIC
GAMES
STORE











Apple Arcade



oculus



TRUSTED BY INDUSTRY LEADERS

			NETFLIX	
			 SCOPELY	
				
		 WARGAMING.NET		
	 RAISE YOUR GAME	NBCUniversal		



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, Executive Producer - AMAZON GAMES STUDIOS



Amber has been an invaluable partner for 2XKO, providing exceptional VFX art services. Their ability to source incredible talent has helped us consistently deliver on our demanding art style needs at sustainable costs. These artists collaborate closely with our internal team and have been instrumental in evolving our VFX pipeline with exceptional 2D VFX concept art and then executing on these ideas with 3D VFX and hand animated flip book effects. Amber has also been an absolute pleasure to work with on the business side. Their adaptability to client needs is commendable, and I wholeheartedly recommend them for any project."

Hai Phan, Director Art Outsourcing - RIOT GAMES



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, Writer and Director - REDRUM



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, Lead Producer - USTWO GAMES

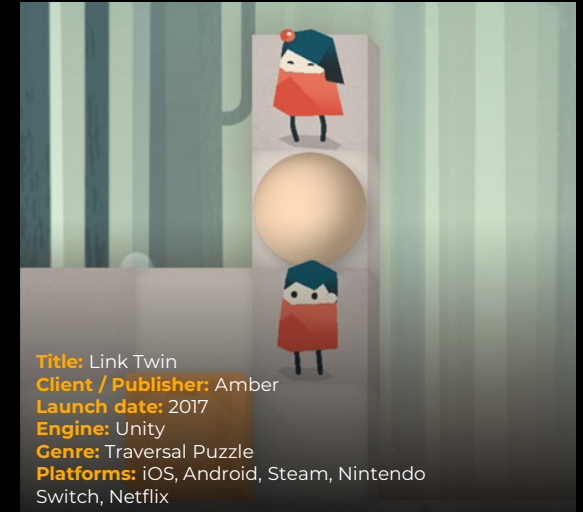


FULL PRODUCT DEVELOPMENT



End-to-end game
development,
from concept
to launch, and
beyond

FULL PORTFOLIO

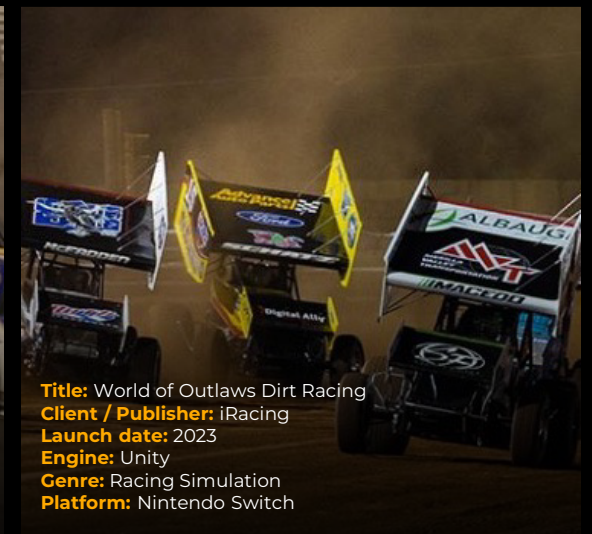
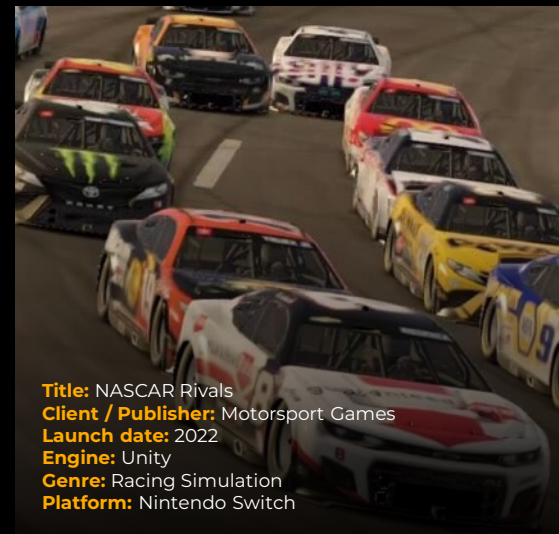
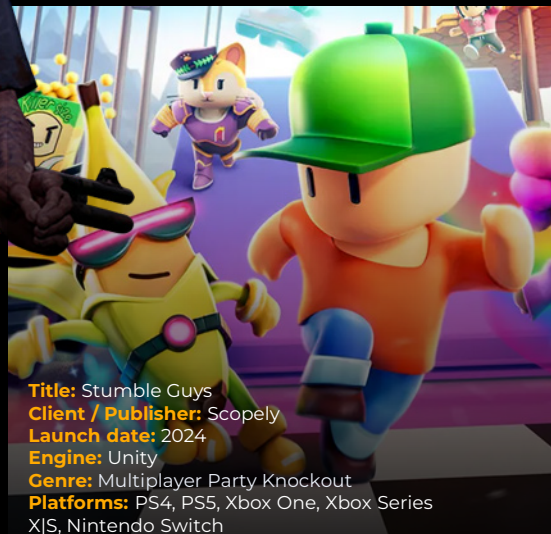


PORTS & REMASTERS



Find new audiences by leveraging AMBER's porting and remaster team for platform conversions

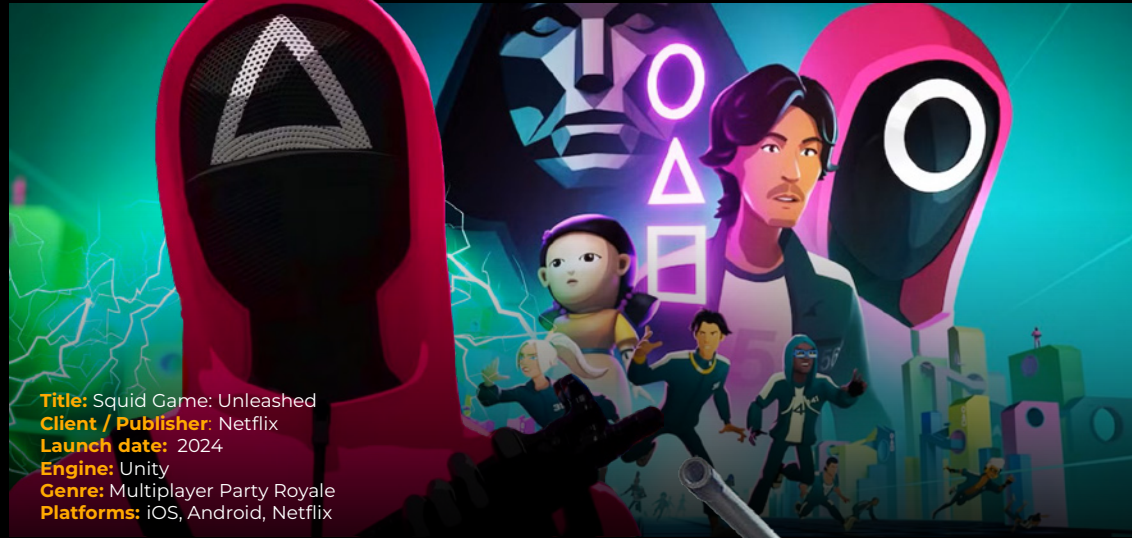
FULL PORTFOLIO



TURNKEY CO-DEVELOPMENT



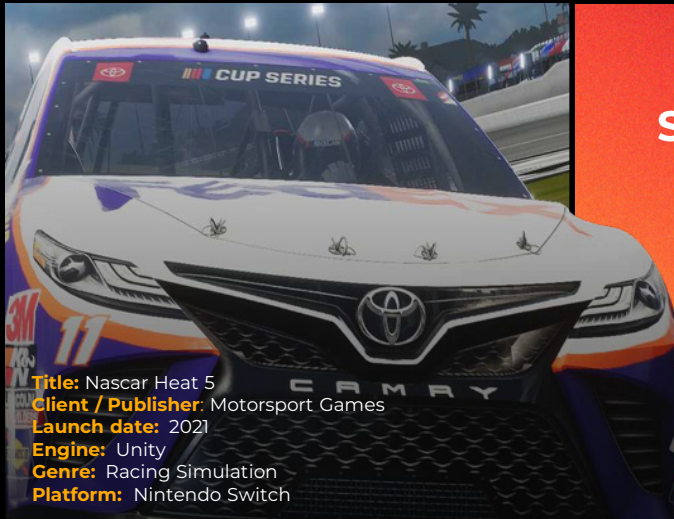
Title: Catalyst Black
Client / Publisher: Super Evil Megacorp
Launch date: 2022
Engine: E.V.I.L. Engine (Custom C++)
Genre: Battleground Shooter
Platforms: iOS, Android



Title: Squid Game: Unleashed
Client / Publisher: Netflix
Launch date: 2024
Engine: Unity
Genre: Multiplayer Party Royale
Platforms: iOS, Android, Netflix



Title: 2XKO
Client / Publisher: Riot Games
Launch date: 2026
Engine: Unreal
Genre: Fighting
Platforms: PC, Xbox, PlayStation



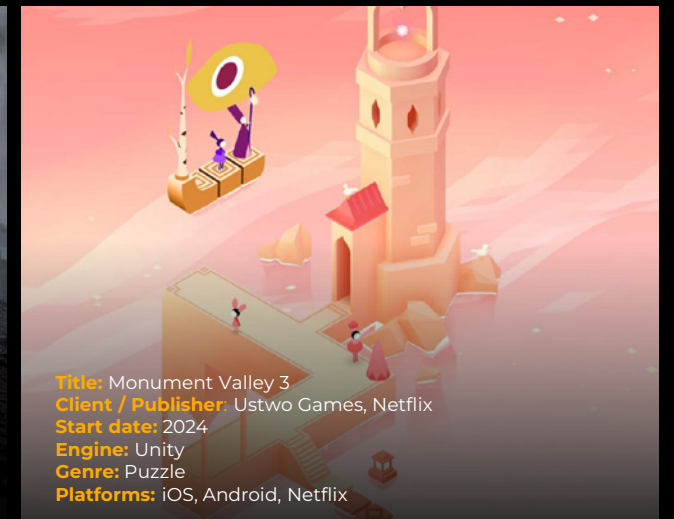
Title: Nascar Heat 5
Client / Publisher: Motorsport Games
Launch date: 2021
Engine: Unity
Genre: Racing Simulation
Platform: Nintendo Switch

Scale your projects
through AMBER's
multidisciplinary
custom
development
teams

FULL PORTFOLIO



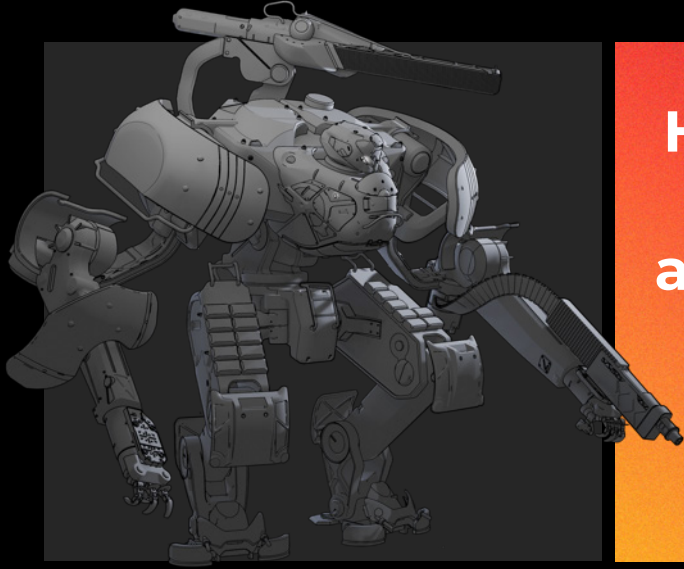
Title: World of Tanks Blitz
Client / Publisher: Wargaming
Engine: DAVA
Genre: Vehicular Combat, MMO
Platforms: PC, Mobile



Title: Monument Valley 3
Client / Publisher: Ustwo Games, Netflix
Start date: 2024
Engine: Unity
Genre: Puzzle
Platforms: iOS, Android, Netflix



AAA ART PRODUCTION



Highest quality
art production
across a variety
of styles and
disciplines

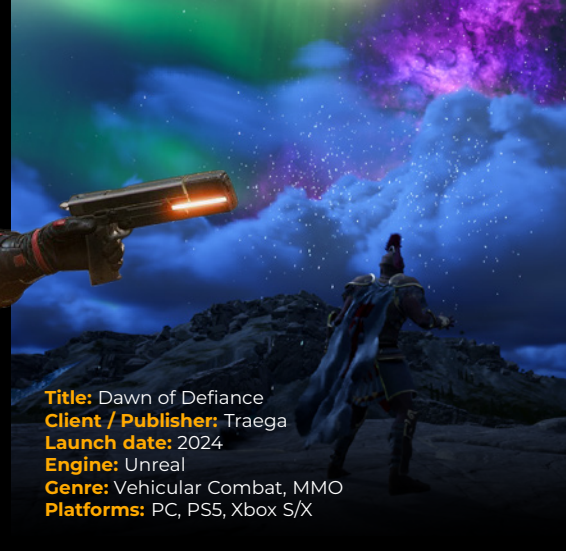
FULL PORTFOLIO



TEAM AUGMENTATION ACROSS ALL DISCIPLINES



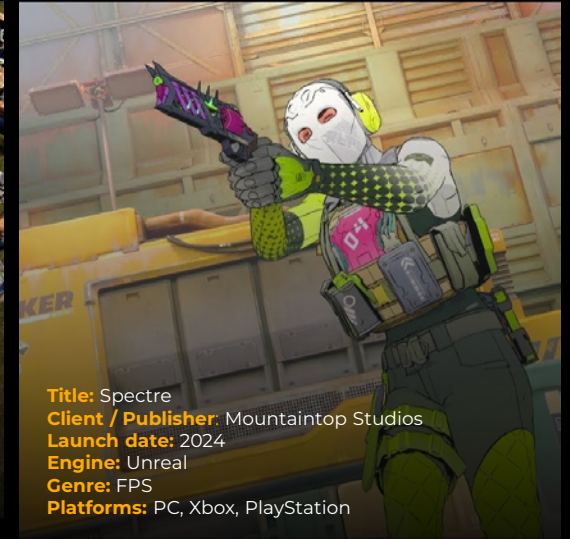
Title: Gotham Knights
Client / Publisher: WB Games
Launch date: 2022
Engine: Unreal
Genre: Action, Adventure, RPG
Platforms: Steam, PlayStation, Xbox



Title: Dawn of Defiance
Client / Publisher: Traega
Launch date: 2024
Engine: Unreal
Genre: Vehicular Combat, MMO
Platforms: PC, PS5, Xbox S/X



Title: War Commander: Rogue Assault
Client / Publisher: Kixeye
Launch date: 2016
Engine: Unity
Genre: RTS
Platforms: iOS, Android



Title: Spectre
Client / Publisher: Mountaintop Studios
Launch date: 2024
Engine: Unreal
Genre: FPS
Platforms: PC, Xbox, PlayStation

Leverage AMBER's
top talent across
multiple
disciplines as
extensions of your
own internal team

FULL PORTFOLIO



Title: Sky: Children of the Light
Client / Publisher: thatgamecompany
Launch date: 2019
Engine: PhyreEngine
Genre: Adventure, RPG
Platforms: Nintendo Switch, Android, PlayStation 4, PlayStation 5, iOS, Microsoft Windows

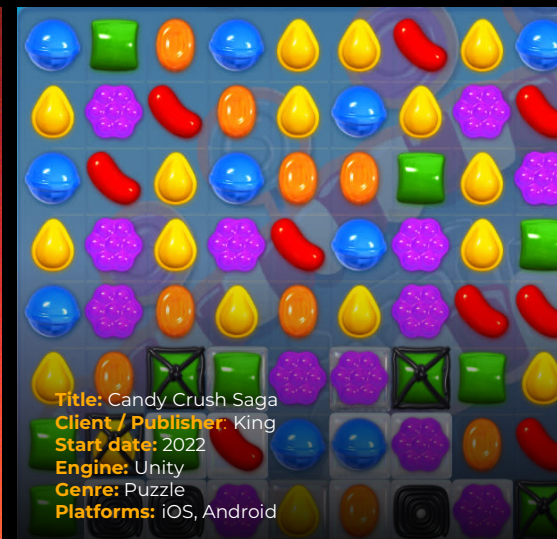


POST LAUNCH CONTENT & LIVE OPERATIONS



A comprehensive
and scalable
solution for
operating live
services and
delivering ongoing
content

FULL PORTFOLIO

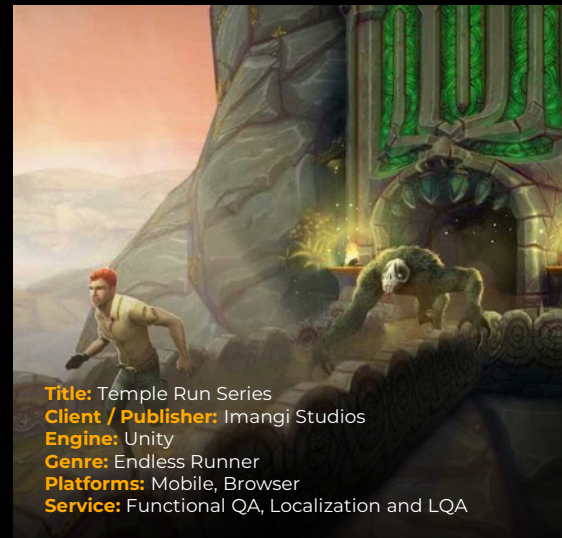
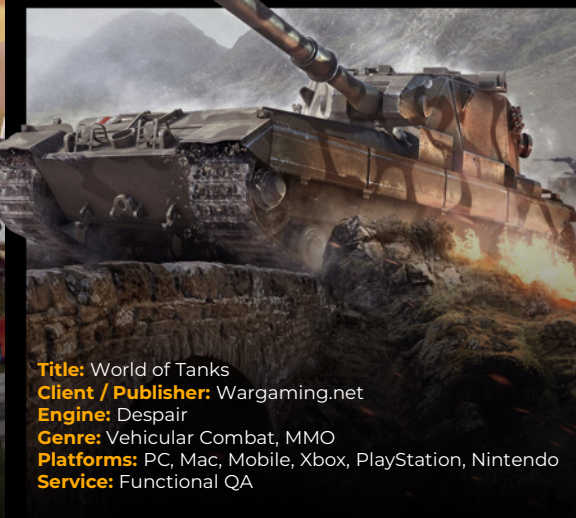


DEV SUPPORT SERVICES



Award-winning set
of solutions for
development
support on all
game platforms

FULL PORTFOLIO



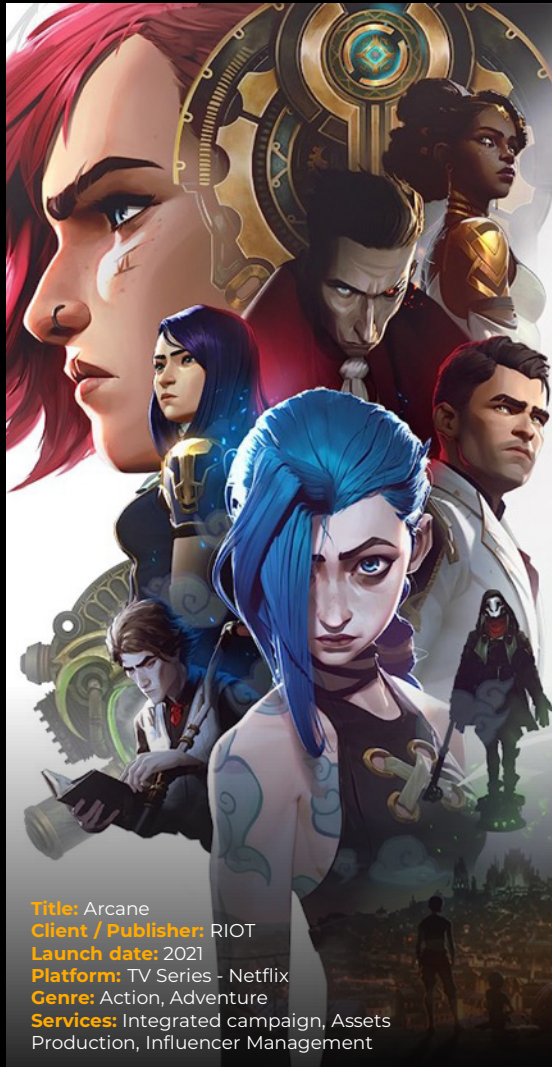
EMERGING PLATFORMS



Unleash immersive
experiences with
AMBER's
innovative
approach to
emerging
platforms



MARKETING & BUSINESS PERFORMANCE SERVICES



AMBER can plan
and execute
go-to-market
strategies and
campaigns
globally

FULL PORTFOLIO



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
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Experience our latest company reel