



# 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





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

● Product Development ● Development Services



# CREATIVE STUDIOS



## Karaoke

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



## Avalon

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



# OFFERINGS & CAPABILITIES



Full Game  
Development



Ports &  
Remasters



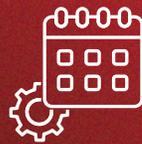
Turnkey  
Co-development



AAA Art  
Production



Team Augmentation  
Across  
All Disciplines



Post-Launch  
Content & Live  
Operations



Dev Support Services  
(QA, Localization, Player  
Support)



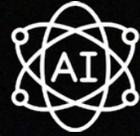
Marketing & Business  
Performance



Emerging  
Platforms

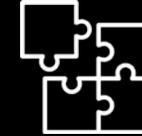


# AI EXPERTISE



## 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 early adopters in leveraging the power of machine learning for meaningful gameplay enhancements, including realistic NPC interaction and generative narrative branching, as showcased in Courtroom Chaos: Starring Snoop Dogg.



## AI with Accountability

Amber's AI Governance Group (AIGG) 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.



# TRUSTED BY INDUSTRY LEADERS

			<b>NETFLIX</b>	
			 <b>SCOPELY</b>	
				
		 <b>WARGAMING.NET</b>		
	 RAISE YOUR GAME	<b>NBCUniversal</b>		



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



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



We have been extremely pleased with Amber as our design partner. They are proactive, easy to reach, nor have we ever lacked any visibility into what is happening, and when. The quality was good from the get-go and has only become better the longer we have worked with them. Amber is a good crew. Very happy to have them."

Harro Gronberg, Senior Producer - ROVIO



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

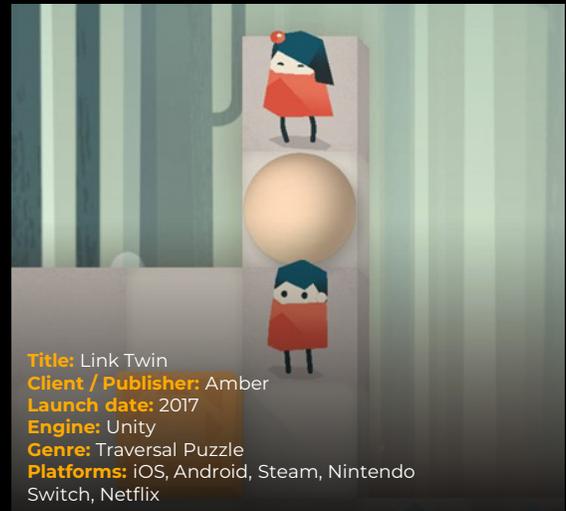


# FULL PRODUCT DEVELOPMENT



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

FULL PORTFOLIO



# PORTS & REMASTERS



**Title:** The Walking Dead: Saints & Sinners - Chapter 2: Retribution  
**Client / Publisher:** Skydance Interactive  
**Launch date:** 2023  
**Engine:** Unreal  
**Genre:** Survival Horror  
**Platform:** PlayStation VR

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

FULL PORTFOLIO



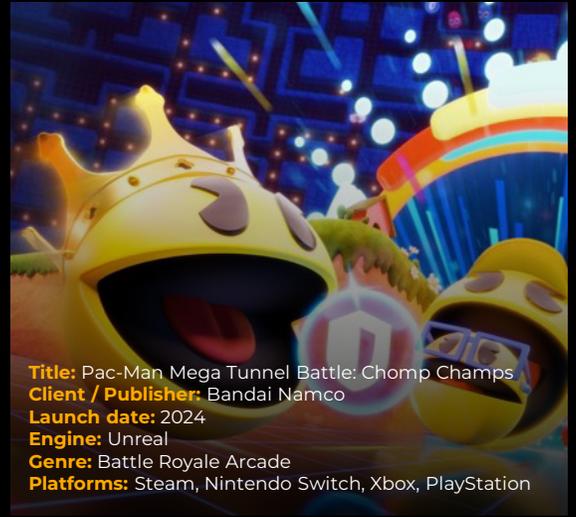
**Title:** Stumble Guys  
**Client / Publisher:** Scopely  
**Launch date:** 2024  
**Engine:** Unity  
**Genre:** Multiplayer Party Knockout  
**Platforms:** PS4, PS5, Xbox One, Xbox Series X|S, Nintendo Switch



**Title:** World of Peppa Pig  
**Client / Publisher:** Netflix Games  
**Launch date:** 2025  
**Engine:** Unity  
**Genre:** Educational  
**Platform:** Netflix Mobile



**Title:** NASCAR Rivals  
**Client / Publisher:** Motorsport Games  
**Launch date:** 2022  
**Engine:** Unity  
**Genre:** Racing Simulation  
**Platform:** Nintendo Switch



**Title:** Pac-Man Mega Tunnel Battle: Chomp Champs  
**Client / Publisher:** Bandai Namco  
**Launch date:** 2024  
**Engine:** Unreal  
**Genre:** Battle Royale Arcade  
**Platforms:** Steam, Nintendo Switch, Xbox, PlayStation



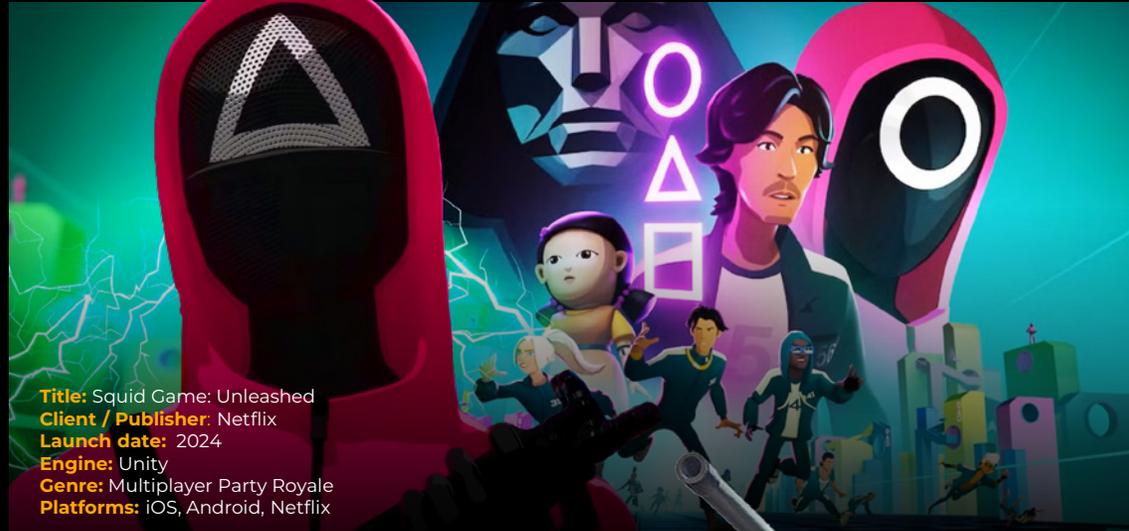
**Title:** World of Outlaws Dirt Racing  
**Client / Publisher:** iRacing  
**Launch date:** 2023  
**Engine:** Unity  
**Genre:** Racing Simulation  
**Platform:** Nintendo Switch



# 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



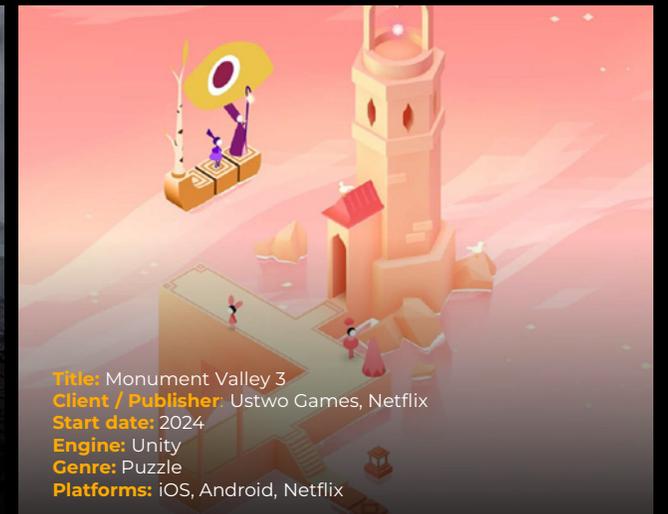
**Title:** Nascar Heat 5  
**Client / Publisher:** Motorsport Games  
**Launch date:** 2021  
**Engine:** Unity  
**Genre:** Racing Simulation  
**Platform:** Nintendo Switch

Scale your projects through AMBER's multidisciplinary custom development teams

FULL PORTFOLIO



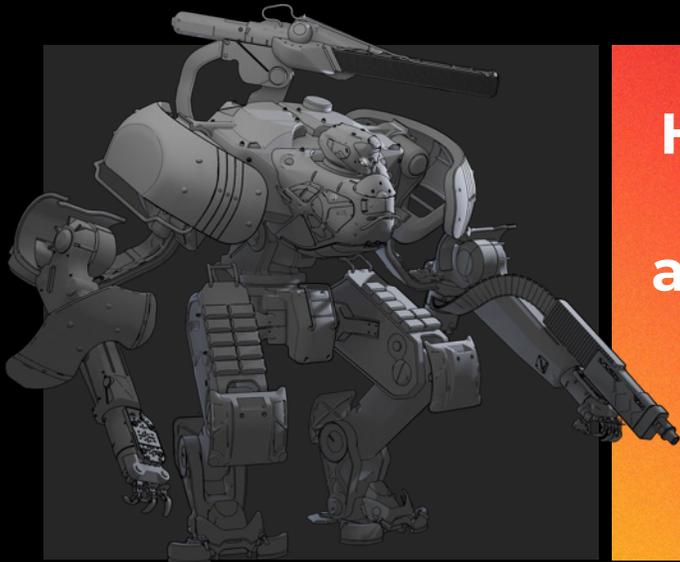
**Title:** World of Tanks Blitz  
**Client / Publisher:** Wargaming  
**Engine:** DAVA  
**Genre:** Vehicular Combat, MMO  
**Platforms:** PC, Mobile



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

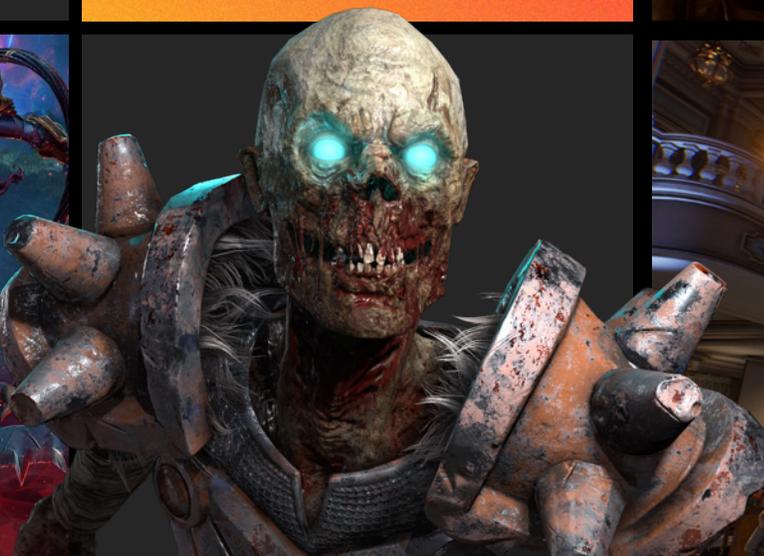


# AAA ART PRODUCTION



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

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**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

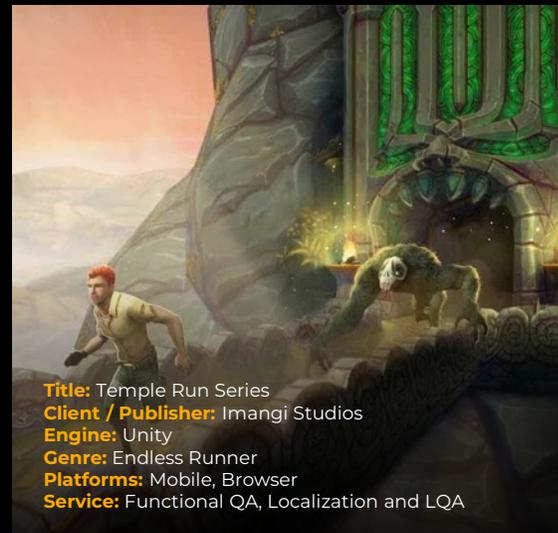
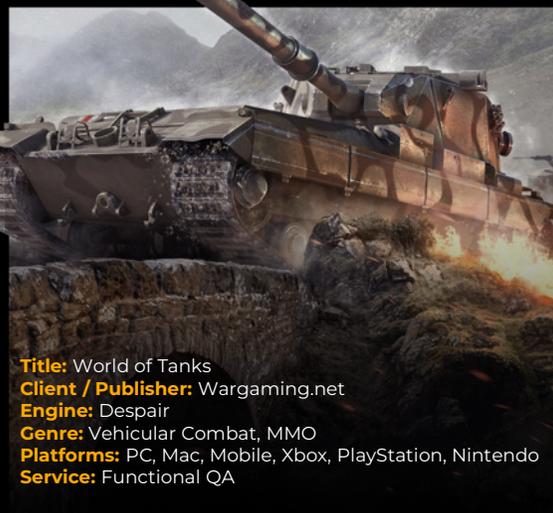


# DEV SUPPORT SERVICES



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

FULL PORTFOLIO



# EMERGING PLATFORMS



**Title:** Secret Neighbor  
**Client / Publisher:** tinyBuild  
**Launch date:** 2023  
**Engine:** Roblox  
**Genre:** Social Deduction Horror  
**Platform:** ROBLOX



**Title:** SAW X: Survive the Obby  
**Client / Publisher:** Pure Imagination Studios / Lionsgate  
**Launch date:** 2023  
**Engine:** Roblox  
**Genre:** Horror Obby  
**Platform:** ROBLOX



**Title:** TRIPP  
**Client / Publisher:** TRIPP, Inc.  
**Launch date:** 2020  
**Engine:** Unity  
**Genre:** Health & Fitness  
**Platforms:** Meta Quest, PlayStation VR 2

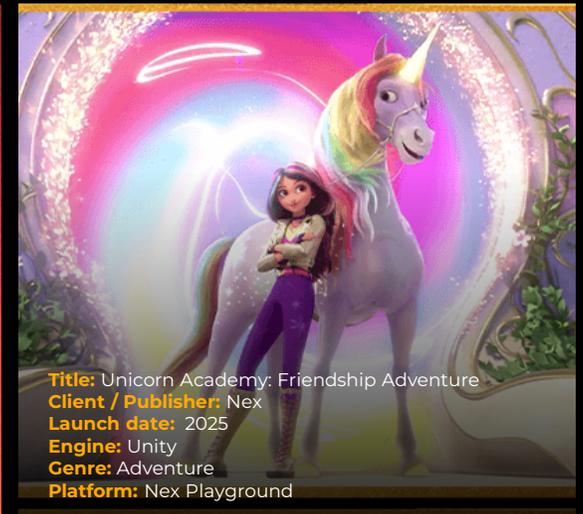


**Title:** Happy Gilmore: Golf Mayhem '98 Demo  
**Client / Publisher:** Netflix  
**Launch date:** 2025  
**Engine:** Unity  
**Genre:** Arcade  
**Platform:** Netflix



**Title:** Pinball Frenzy  
**Client / Publisher:** Amber  
**Launch date:** 2023  
**Engine:** UEFN  
**Genre:** Arcade, Pinball  
**Platform:** Fortnite

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



**Title:** Unicorn Academy: Friendship Adventure  
**Client / Publisher:** Nex  
**Launch date:** 2025  
**Engine:** Unity  
**Genre:** Adventure  
**Platform:** Nex Playground



# 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



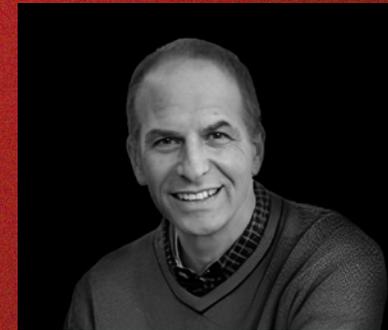
**Past companies:** PlayStation, Electronic Arts, Google



**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**  
BD Manager



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

New biz enquiries: [bizdev@amberstudio.com](mailto:bizdev@amberstudio.com)



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