
AMBER
PC, CONSOLE & SWITCH

# 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



AAA Art Production



Team Augmentation Across All Disciplines



Post-launch Content & Live Operations



Cross-Platform Development

# TRUSTED BY INDUSTRY LEADERS

RIOT GAMES

BANDAI NAMCO

bE HAVIOUR

WARNER BROS. GAMES

SCOPELY

animoca BRANDS

UBISOFT

EPIC GAMES

WARGAMING.NET

unity

paradox INTERACTIVE

REDRUM

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 - REDRUM

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 – RIOT GAMES

# PC, CONSOLE & SWITCH PORTFOLIO



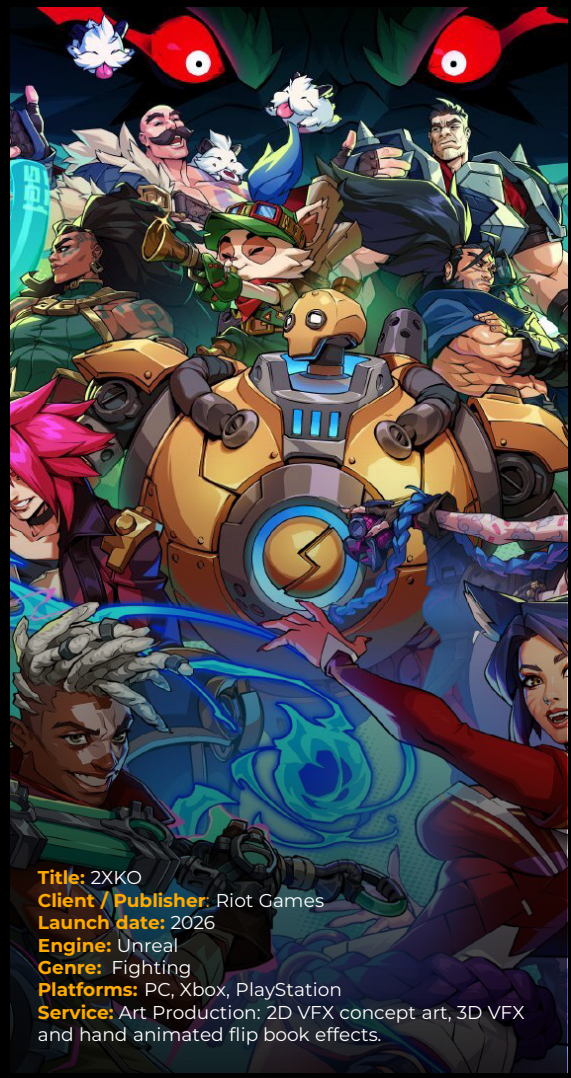
**Title:** Positron X
**Client / Publisher:** Amber
**Launch date:** 2018
**Engine:** Unreal
**Genre:** FPS
**Platform:** PC
**Service:** Full Game Development




**Title:** Mexican Ninja
**Client / Publisher**: Amber
**Launch date:** 2026
**Engine:** Unity
**Genre:** Beat 'em Up
**Platform:** PC
**Service:** Full Game Development

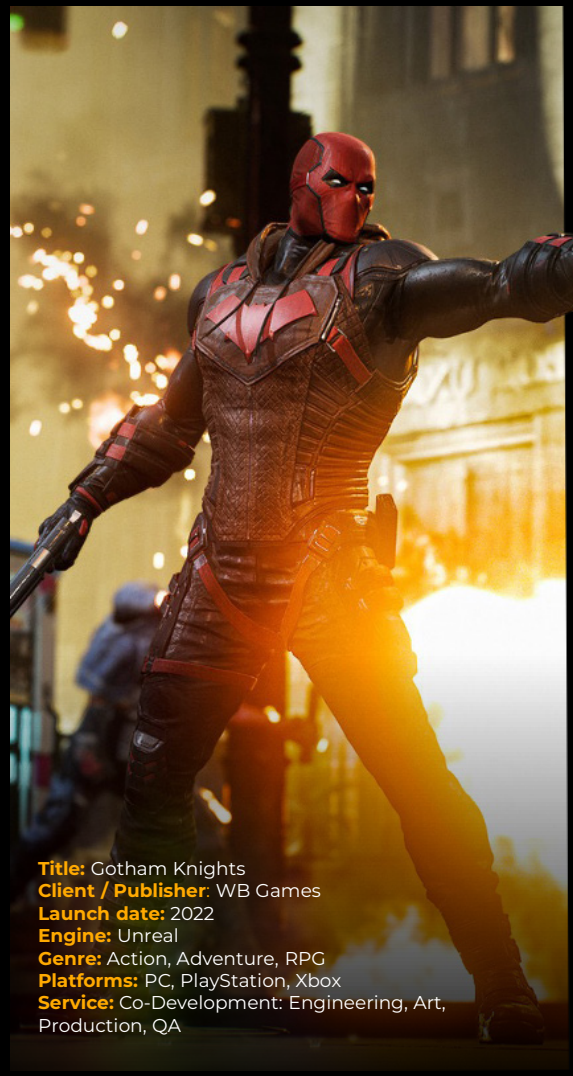



**Title:** Pac-Man Mega Tunnel Battle: Chomp Champs
**Client / Publisher:** Bandai Namco
**Launch date:** 2024
**Engine:** Unreal
**Genre:** Battle Royale Arcade
**Platforms:** PC, Xbox, PlayStation, Nintendo Switch
**Service:** Full Game Development. Porting from Stadio to all major platforms with crossplay.



**Title:** 2XKO
**Client / Publisher**: Riot Games
**Launch date:** 2026
**Engine:** Unreal
**Genre:** Fighting
**Platforms:** PC, Xbox, PlayStation
**Service:** Art Production: 2D VFX concept art, 3D VFX and hand animated flip book effects.

# PC, CONSOLE & SWITCH PORTFOLIO



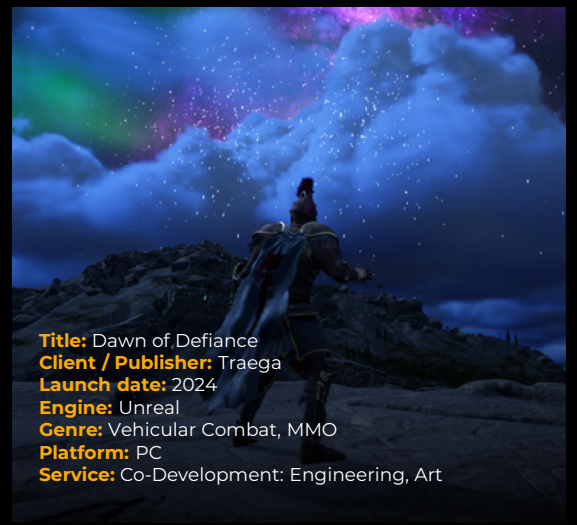
**Title:** Gotham Knights
**Client / Publisher**: WB Games
**Launch date:** 2022
**Engine:** Unreal
**Genre:** Action, Adventure, RPG
**Platforms:** PC, PlayStation, Xbox
**Service:** Co-Development: Engineering, Art, Production, QA




**Title:** Spectre Divide
**Client / Publisher**: Mountaintop Studios
**Launch date:** 2024
**Engine:** Unreal
**Genre:** FPS
**Platforms:** PC, PlayStation, Xbox
**Service:** Co-Development: Engineering



**Title:** ARK: Dinosaur Battles
**Client / Publisher:** Studio Wildcard
**Completion date:** 2022
**Engine:** PC - Unreal
**Genre:** Team PvP Battle Royale
**Platform:** PC
**Service:** Prototype Development



**Title:** Dawn of Defiance
**Client / Publisher:** Traega
**Launch date:** 2024
**Engine:** Unreal
**Genre:** Vehicular Combat, MMO
**Platform:** PC
**Service:** Co-Development: Engineering, Art

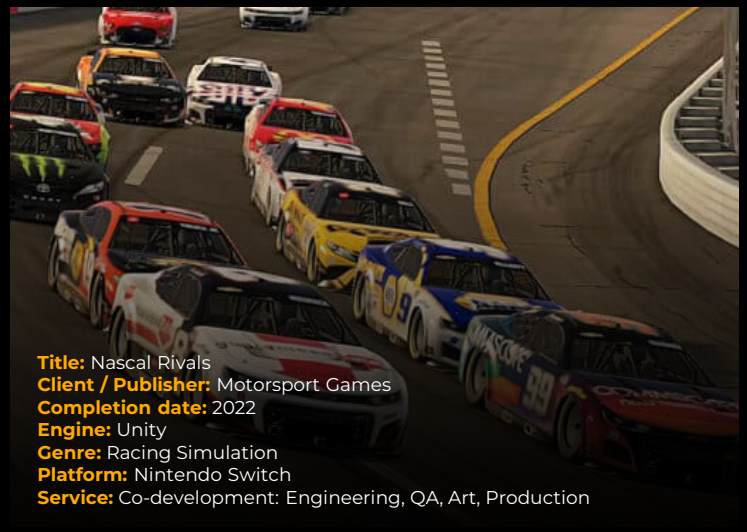


**Title:** Sky: Children of the Light
**Client / Publisher**: thatgamecompany
**Launch date:** 2019
**Engine:** PhyreEngine
**Genre:** Adventure, RPG
**Platforms:** PC, Mobile, PlayStation, Nintendo Switch
**Service:** Co-Development: Engineering, QA

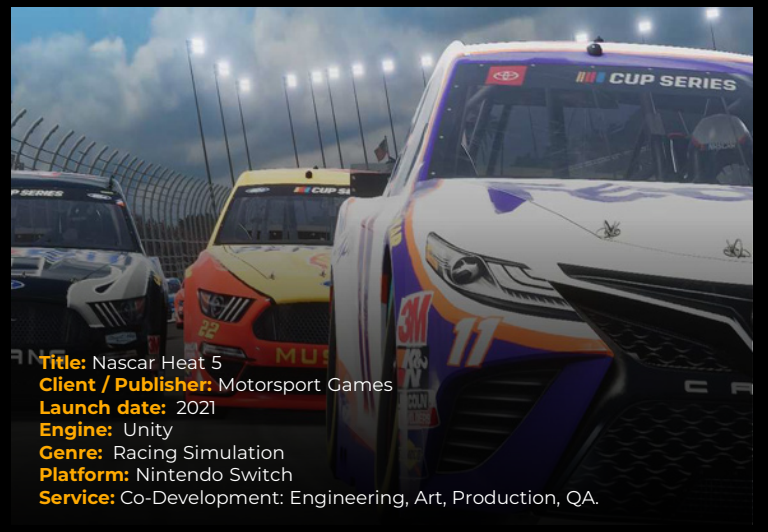
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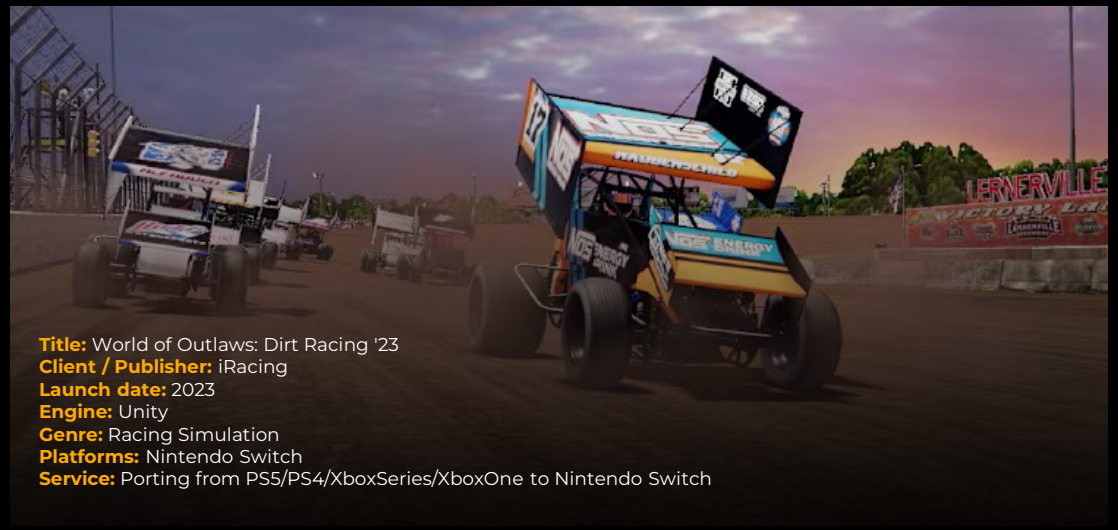
**Title:** World of Tanks Blitz
**Client / Publisher:** Wargaming.net
**Launch date:** 2014
**Engine:** Despair
**Genre:** Vehicular Combat, MMO
**Platforms:** PC, Mobile
**Service:** Co-Development: Engineering, Art, Design, Production, QA



**Title:** Nascal Rivals
**Client / Publisher:** Motorsport Games
**Completion date:** 2022
**Engine:** Unity
**Genre:** Racing Simulation
**Platform:** Nintendo Switch
**Service:** Co-development: Engineering, QA, Art, Production




**Title:** Nascar Heat 5
**Client / Publisher:** Motorsport Games
**Launch date:** 2021
**Engine:** Unity
**Genre:** Racing Simulation
**Platform:** Nintendo Switch
**Service:** Co-Development: Engineering, Art, Production, QA.



**Title:** World of Outlaws: Dirt Racing '23
**Client / Publisher:** iRacing
**Launch date:** 2023
**Engine:** Unity
**Genre:** Racing Simulation
**Platforms:** Nintendo Switch
**Service:** Porting from PS5/PS4/XboxSeries/XboxOne to Nintendo Switch




**Title:** World of Outlaws Dirt Racing '24
**Client / Publisher:** iRacing
**Launch date:** 2023
**Engine:** Unity
**Genre:** Racing Simulation
**Platforms:** PC, Xbox, PlayStation
**Service:** Porting from Xbox/Playstation to Steam

# PC, CONSOLE & SWITCH PORTFOLIO



**Title:** Stumble Guys
**Client / Publisher:** Scopely
**Launch date:** 2024
**Engine:** Unity
**Genre:** Multiplayer Party Knockout
**Platforms:** Nintendo Switch, Xbox, PlayStation
**Service:** Co-Development: Engineering, Art, Design, Production, QA. Porting from mobile to Xbox, PlayStation and Switch.




**Title:** R.I.S.E.
**Client / Publisher:** Amber
**Launch date:** TBA
**Engine:** Unreal
**Genre:** Rogue-RPG
**Platform:** PC
**Service:** Prototype Development



**Title:** Champions Ascension
**Client / Publisher**: Roughhouse Games
**Launch date:** 2023
**Engine:** Unity
**Genre:** Action, Fighting
**Platforms:** PC, Consoles, Web3
**Service:** Co-development: Art, Content



**Title:** Degrees of Separation
**Client / Publisher:** Modus Games
**Launch date:** 2021
**Engine:** Unity
**Genre:** Puzzle Platformer
**Platforms:** PC, Consoles
**Service:** Co-development: Art, Content




**Title:** AngryVerse Brawl
**Client / Publisher:** Rovio
**Launch date:** N/A
**Engine:** Unity
**Genre:** Battle Royale
**Platforms:** PC, Consoles
**Service:** Full Game Development

# THANK YOU!



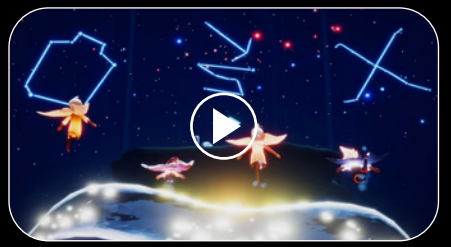
***ANDREEA ENACHE***
Chief Revenue Officer



***IOANA POHONTU***
BD Manager

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