AM3ER

PC, CONSOLE & SWITCH

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
Insight:Inspiration:Networking
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.

MONTREAL

BUCHAREST

BOTOSANI

SAN FRANCISCO

LOS ANGELES

MANILA

KYIV

GUADALAJARA

BOGOTA

Product Development   Development Services

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.
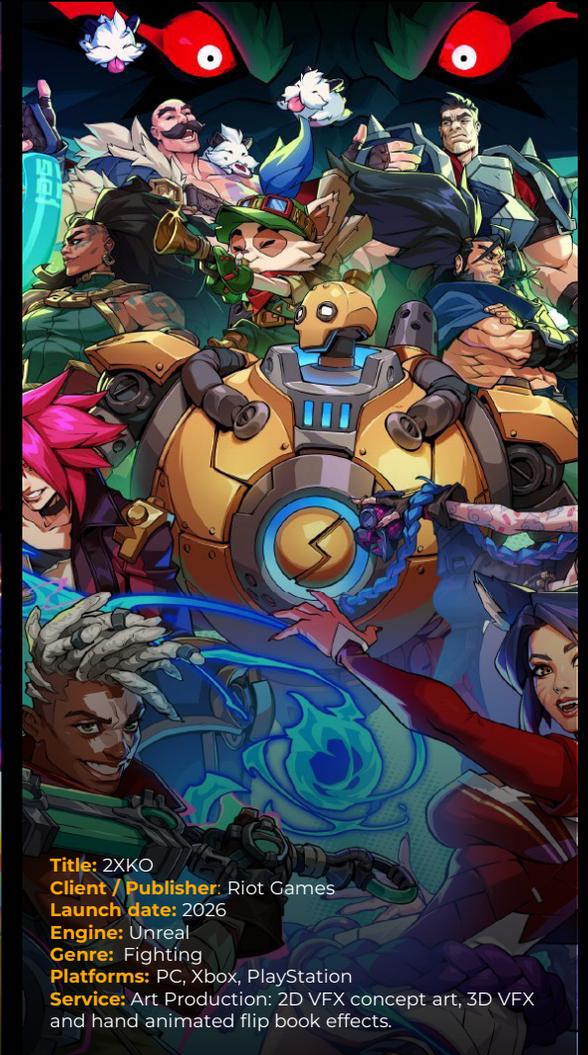
Carlos Rincones - REDRUM

> "
> 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
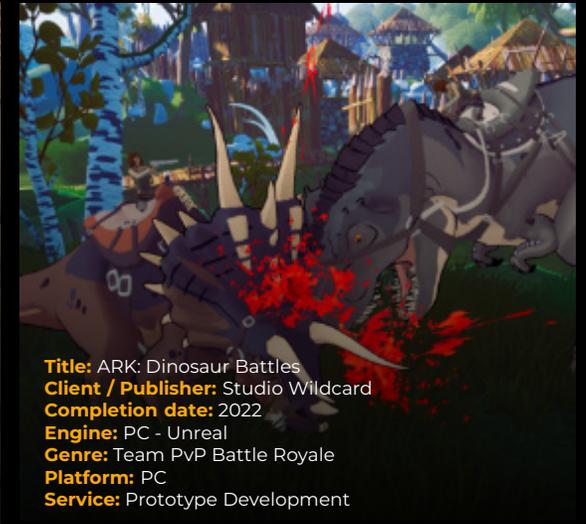
PC, CONSOLE & SWITCH PORTFOLIO

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

Title: Positron X
Client / Publisher: Amber
Launch date: 2018
Engine: Unreal
Genre: FPS
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: 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
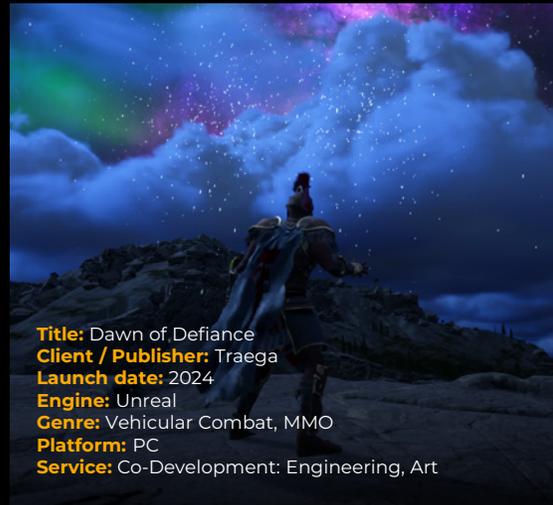**Service:** Prototype Development

Title: 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: 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

PC, CONSOLE & SWITCH PORTFOLIO

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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Experience our latest company reel