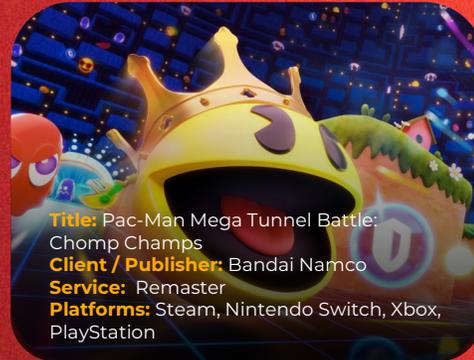# AMBER

UNREAL EXPERIENCE
PRODUCT DEVELOPMENT, REMASTERING, PORTING, CO-DEVELOPMENT

Title: X8
Client / Publisher: Thirdverse
Service: Co-Development
Platforms: PC VR

Title: Spectre
Client / Publisher: Mountaintop Studios
Service: Co-Development
Platforms: PC, Xbox, PlayStation

Title: Pac-Man Mega Tunnel Battle: Chomp Champs
Client / Publisher: Bandai Namco
Service: Remaster
Platforms: Steam, Nintendo Switch, Xbox, PlayStation

Title: Positron X
Client / Publisher: AMBER
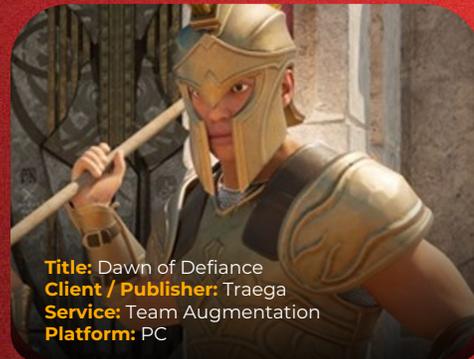**Service:** Product Development
Platform: PC

Title: Overwolf Modding Tools
Client / Publisher: Overwolf
Service: Co-Development
Platform: PC

Title: World of Tanks Blitz
Client / Publisher: Wargaming
Service: Co-Development
Platforms: PC, iOS, Android

Title: Gotham Knights
Client / Publisher: WB Games
Service: Team Augmentation
Platforms: PC, PlayStation, Xbox

Title: Dawn of Defiance
Client / Publisher: Traega
Service: Team Augmentation
Platform: PC

Title: The Walking Dead: Saints & Sinners - Chapter 2: Retribution
Client / Publisher: Skydance Interactive
Service: Porting
Platform: PlayStation VR

Title: Unreal Engine 4
Client / Publisher: Epic Games
Service: Team Augmentation
Platform: PC

Title: Various UEFN Titles
Client / Publisher: AMBER
Service: Product Development
Platform: Fortnite

TECHNICAL LEADERSHIP

VLAD ANGHELAHAR
HEAD OF ENGINEERING

EUGEN UDREA
TECHNICAL DIRECTOR

LUPE MEDINA
TECHNICAL DIRECTOR

OLEKSII PLANIDA
TECHNICAL DIRECTOR

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AMBER is an international, preferred game development partner. Our Unreal experience spans a diverse range of platforms and genres.