AMBER

GAME DEVELOPMENT
AND STUDIO SERVICES AGENCY

MEET AMBER

Our Mission:

We are a community of artisans
delivering positive impact
by evolving the science and art of play.

Our Strengths:

- Global Presence - 8 locations, 1,200+ staff;
- Flexible and scalable engagement;
- Partnerships with top companies and brands;
- Veteran product leadership;
- End-to-end game development;
- Award-winning, complete custom service offering;
- Multi-platform development;
- Experience with a wide range of game genres.

Product Development
Development Services

SAN FRANCISCO
(10 STAFF)

LOS ANGELES
(10 STAFF)

MONTREAL
(70 STAFF)

GUADALAJARA
(275 STAFF)

WARSAW
(15 STAFF)

KYIV
(35 STAFF)

BUCHAREST
(630 STAFF)

BOTOSANI
(150 STAFF)

tv WATCH   Arcade   NETFLIX   unity   UNREAL ENGINE   5   PS4 PS5   NINTENDO SWITCH
XBOX ONE   SERIES X|S
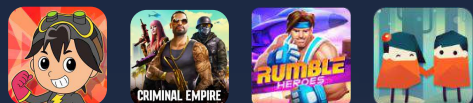
CREATIVE STUDIOS

STUDIO — Lorraine

SPECIALTY
Mobile Midcore: Multiplayer, PVP, RPG

LOCATION
Bucharest / San Francisco

TITLES
Super Spy Ryan, Criminal Empire, Rumble Heroes, Link Twin

LEADERSHIP
Octav Tanasescu

STUDIO — AVALON

SPECIALTY
Mobile Casual: Puzzle, Streaming, Social Casino

LOCATION
Bucharest / Los Angeles

TITLES
Wild Things, Coin Heist, Movie Trivia, Cinderella Free Fall

LEADERSHIP
Gabriel Stancu

STUDIO — Karaokulta

SPECIALTY
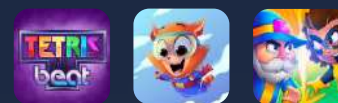Mobile Casual, Arcade, Rhythm Games

LOCATION
Guadalajara

TITLES
Tetris Beat, Pet City Mania, Toy Blitz

LEADERSHIP
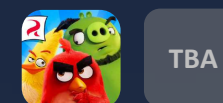Jorge Suarez

STUDIO — Oberon

SPECIALTY
Cross-platform Games, Multiplayer Games

LOCATION
Montreal / Guadalajara

TITLES
Angry Birds Next

LEADERSHIP
Xavier Peterman

CREATIVE STUDIOS

STUDIO

SPECIALTY
PC / Console Development

LOCATION
Bucharest

TITLES
PositronX, Ark: Dinosaur Battle, Unannounced PC / Console titles

LEADERSHIP

Eric Koch

STUDIO

AMBER BLOCKCHAIN

SPECIALTY
Blockchain Games, Marketing, NFTs

LOCATION
Bucharest / San Francisco

TITLES
Mob.Land, Impostors.gg, Formula E: High Voltage, Unannounced titles

LEADERSHIP

Marty Caplan

STUDIO

AMBER LABS

CRAFT
Applied Innovation, AR / VR, Metaverse, Blockchain, NFTs, Gamification, Tools Development

LOCATION
Bucharest / Guadalajara

TITLES
Movie Club, Propel VR, Crypto Master, Domicile: Game of Homes, Hello Kitty And Friends World

LEADERSHIP

Bogdan Constantinescu

SERVICE STUDIOS

SERVICE GROUP

AMBER
DEV SOLUTIONS

MOBILE GAMES AWARDS — BEST SERVICE PROVIDER NOMINEE 2021

CRAFT
Engineering, Co-Development, Porting, Maintenance, Art Production, Design Services, Business Intelligence

LOCATION
Bucharest / Guadalajara

KEY TITLES SUPPORTED
War Commander Rogue Assault, Candy Crush Saga, Angry Birds Journey, Nascar Heat 5, Gotham Knights

LEADERSHIP
Iulian Anton

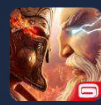## SERVICE GROUP

AMBER
LIVE OPS

CRAFT
Mobile Game Live Services, Business Intelligence, Market Analysis

LOCATION
Bucharest

KEY TITLES SUPPORTED
Dungeon Boss, Gods of Rome, City Mania, Inside Out: Thought Bubbles

LEADERSHIP
Gabriela Gherman

SERVICE GROUP

AMBER
DEV SUPPORT

MOBILE GAMES AWARDS — BEST QA & LOCALISATION SERVICE PROVIDER WINNER 2021

CRAFT
Quality Assurance, Quality Engineering, Loc QA, Customer Support,   Community Management

LOCATION
Bucharest / Botoșani / Guadalajara

KEY TITLES SUPPORTED
Star Trek Fleet Command, Roblox, Sky, FNAF: Security Breach, Spies In Disguise

LEADERSHIP
Mihai Smaranda

PARTNER STUDIOS

PARTNER STUDIO

SPECIALTY
Digital Marketing, Branding, Web Design, Web Development

LOCATION
Bucharest, Romania

WORK
Riot Games Social Media, Game of War ad videos, Tap Busters & Link Twin Marketing Assets
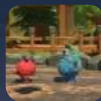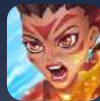
PARTNER STUDIO

SPECIALTY
VR, AR, Gamification, Apps

LOCATION
Cluj, Romania

TITLES
City VR Tour - Cluj, Castle Siege, Garden Rage (Health App)

PARTNER STUDIO

SPECIALTY
3D Simulations, Backend engineering, VR, AR, Machine Learning, AI

LOCATION
Yerevan, Armenia

WORK
Maritime Simulation Environment, Computer Vision & Machine Learning Solutions, Traffic Monitoring System

PARTNER STUDIO

SPECIALTY
PC / Console Development, Unreal Engine, Porting

LOCATION
Iasi, Romania

TITLES
Gray Dawn, Nascar: Heat 5

PRODUCT LEADERSHIP

SAN FRANCISCO
(10 STAFF)

MONTREAL
(70 STAFF)

LOS ANGELES
(10 STAFF)

TORONTO
(2 STAFF)

- Expert product leadership team, largely based on the US West Coast and Canada.
- Game Directors cover specific game genres.
- Guild Structure facilitates staff learning & growth.
- Creative account management layer to support our partners around the world.

SCOTT HUMPHRIES
Head of Product Dev.

PAST EXPERIENCE:
EA | Disney | JAMDAT mobile

BRIAN LOWE
Game Director

PAST EXPERIENCE:
Lucas Arts | glu | 2K GAMES

AARON PULKKA
Program Director

PAST EXPERIENCE:
TWO BIT CIRCUS | ACTIVISION | SONY

ROBBY KUSHNER
Program Director

PAST EXPERIENCE:
SONY PICTURES | Globant | Red Bull

KRIS EGGLESTON
Art Guild Leader

PAST EXPERIENCE:
BKOM | FRIMA

MAXIM GARBER
Design Guild Leader

PAST EXPERIENCE:
KABAM | GAMELOFT | INSOMNIAC GAMES

VLAD ANGHELAHAR
Engineering Guild Leader

PAST EXPERIENCE:
EA | PLAYWING

DEB MCINTOSH
PM Guild Leader

PAST EXPERIENCE:
EA | Disney | JAMDAT mobile

OUR OFFER

DEVELOPMENT SOLUTIONS

Custom-tailored game development services:
- Engineering, Porting & Maintenance
- Level Design
- Co-Development

FULL DEVELOPMENT

End-to-end game production, from concept to launch, and beyond:
- Mobile / Free-to-Play
- PC / Console
- Blockchain Games
- Apps leveraging game technology

ART PRODUCTION

Complete game art production:
- 2D / UI / Concepts / Game Art
- 3D / Characters / Props / Environments
- Animation / Keyframe / Cleanup / Cinematics
- Technical Art / Rigging / Lighting / VFX

LIVE OPS

A comprehensive and scalable solution for operating live services:
- Covering all necessary disciplines
- Optimizing user engagement and revenue flow
- Product Management & BI Support

DEVELOPMENT SUPPORT

Award-winning set of solutions for development support on all game platforms.
- Quality Assurance & Certification
- Quality Engineering
- Localization
- Player Support

IMAGINATION

CREATIVE

CURIOSITY

VISION

GAMES

FUTURE

AGENCY

HISTORY

2013
Amber founded in Bucharest, Romania with 3 employees.

A QA discipline established alongside the engineering core.

Creative Studio formed.

2014
Hit the first $1M in revenue and 31 staff.

Moved into our first proper office space.

Set up the first creative full development team.

2015
Released Cinderella Free Fall on mobile platforms, in partnership with Disney.

Carbon spin-off launched, an incubator for local indie studios.

2016
Live Ops discipline established.

Amber hits 160 staff.

Moved into our current office, at Charles de Gaulle Plaza.

2017
Mihai Pohontu joined as CEO in March 2017.

New offices opened in Los Angeles and San Francisco.

Released Link Twin, an original puzzle concept, for mobile and PC.

Amber reached over 280 staff.

2018
Merged with Lorraine, studio based in Bucharest, Romania;

Released Rumble Heroes on mobile platforms.

Reached $7.25M in annual revenues.

2019
New location opened in Botoșani, Romania.

Merged with Scorpius Games, a Bucharest based PC/console studio.

Reached 400+ staff and $13.6M in revenue.

2020
New locations opened in Guadalajara, Mexico and Montreal, Canada.

Merged with KaraOkulta, a Mexican studio.

Created new internal studio focused on PC / Console

Reached 600+ staff and $20.7M annual revenue.

2021
Jaime Gine joined as CEO, Mihai Pohontu becomes Chairman.

Released Tetris Beat on Apple Arcade, in partnership with N3twork.

Reached 900+ staff and $30M in revenue.

2022
New locations opened in Kyiv, Ukraine and Warsaw, Poland.

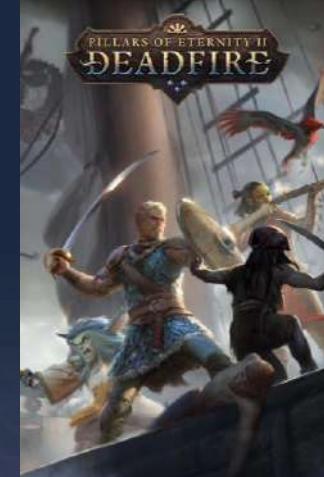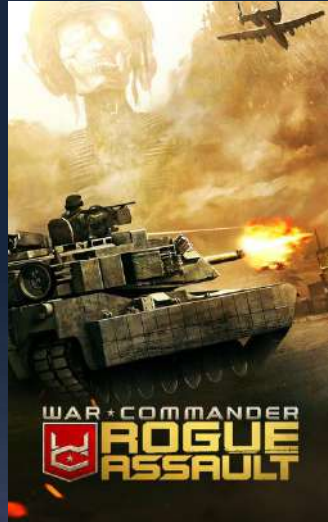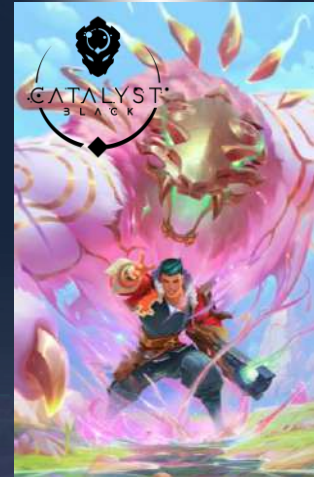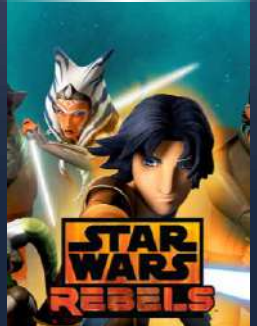Announced first external investment, company valued at $190M.

Reached 1,200+ staff and $45M in revenue.

EXPERIENCE

FULL PRODUCT DEVELOPMENT

AMBER ORIGINAL IP

POSITRONX

_ Launch Date: October 2020.

_ Built in Unreal Engine.

_ Rogue-lite First-Person Shooter that emphasizes strategic fast-paced combat.

_ Unique movement and time control mechanics.

_ Procedurally-generated levels, items and enemies enable infinite replayability.

Available on STEAM   **gog.com**

FULL PRODUCT DEVELOPMENT

ANGRY BIRDS NEXT

_ Partnered with Rovio to re-imagine the Angry Birds brand for GenZ.

_ Multiplayer brawler royale with 50 players battling in a real-time arenas.

_ Cross-platform development on PC / Mobile / Console.

_ Full development for 1 year up to vertical slice stage, followed by handover to Rovio's internal team.

_ Developed in Unity 3D engine and Amazon Gamelift.

BATTLE IN MULTIPLAYER MATCHES!

FULL PRODUCT DEVELOPMENT

CRIMINAL EMPIRE

_ Fast-paced strategy RPG where you assemble your crew and build an underground criminal empire while battling rival gangs in PvE and PvP.

_ Real-time RPG combat innovation and deep territory control meta.

_ Extensive crew collection and upgrade feature - 150+ crew members across varying tiers.

Download on the App Store

GET IT ON Google Play

FULL PRODUCT DEVELOPMENT

LOTTAINE

SUPER SPY RYAN

_ Soft Launch: Q3 2021.

_ Publisher: Amazon.

_ Battle arena game, for a young audience (kids ages 5-9), based

on a major children's IP (Ryan's World).

_ Initial exclusive on Amazon Kids+.

_ 100% developed by Lorraine.

amazon kids+   Download on the App Store   GET IT ON Google Play
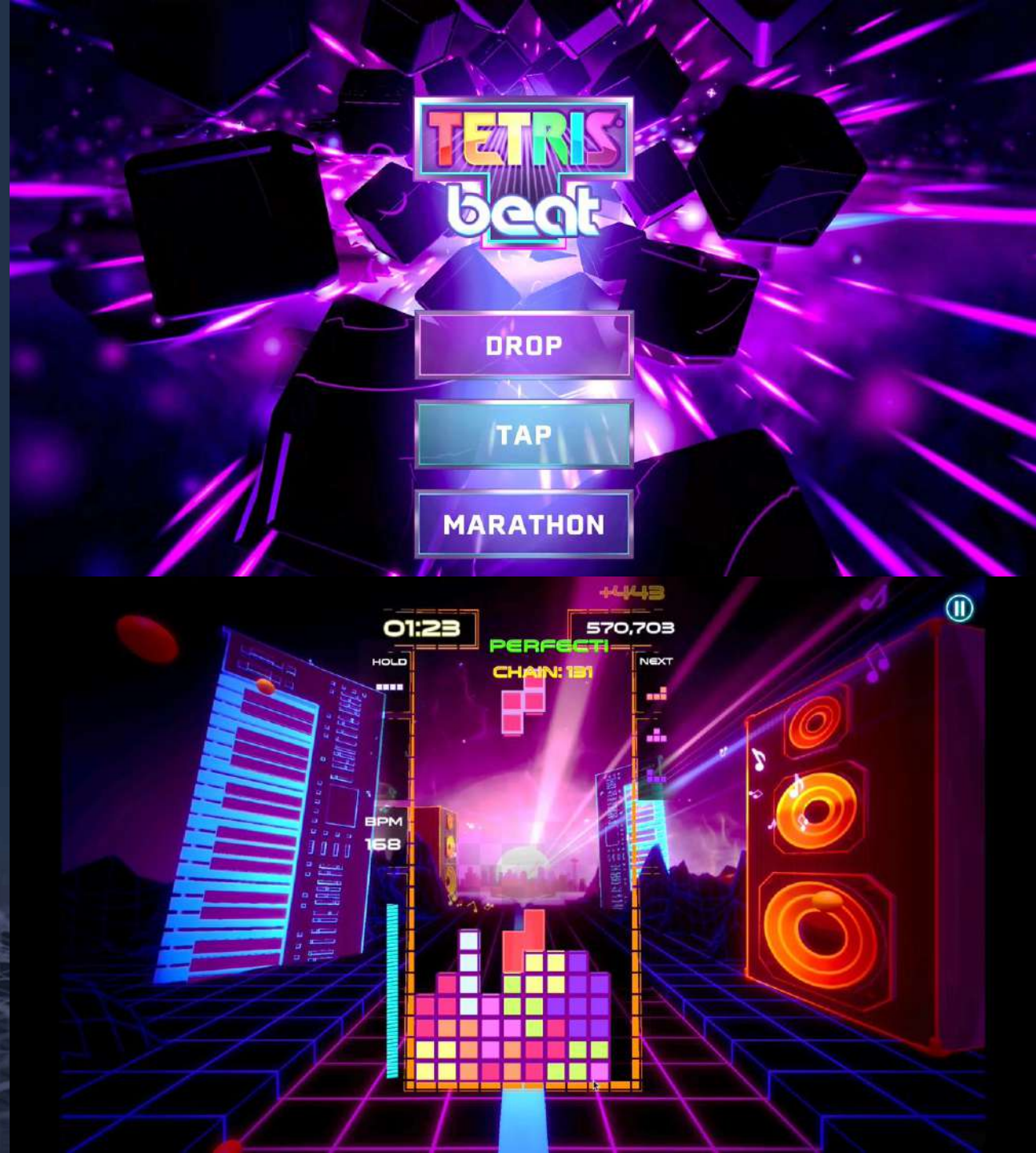
FULL PRODUCT DEVELOPMENT

TETRIS BEAT

_ Launch date: Q3 2021, exclusively on Apple Arcade.

_ Partnership with N3twork and Apple.

_ One of the most famous games franchises of all time, now reimagined as an arcade rhythm game, Tetris Beat is a seamless fusion between Tetris and arcade rhythm games.

_ From EDM to Pop and Hip Hop, play on any music genre you feel like

Arcade

FULL PRODUCT DEVELOPMENT

FORMULA E:
HIGH VOLTAGE

_ Real-world racing ABB FIA IP

_ Full development on PC & Mobile, Unity engine

_ Racing Management Simulation

_ NFT Sale & marketplace website

_ Ongoing seasonal NFT collections

_FLOW blockchain

_ Dapper wallet integration

_ $REVV coin with $SHRD IAP economy

FULL PRODUCT DEVELOPMENT

AMBER ORIGINAL IP

Loⱦⱦraine

LINK TWIN

THE BIG INDiE PiTCH
SILVER AWARD

_ Global launch in February 2017.

_ Innovative puzzle game with atmosphere.

_ Developed 100% by Amber, published by Carbon.

_ Featured on the Apple and Samsung App Stores.

_ Won 2nd place at The Very Big Indie Pitch, PGC London, 2017.

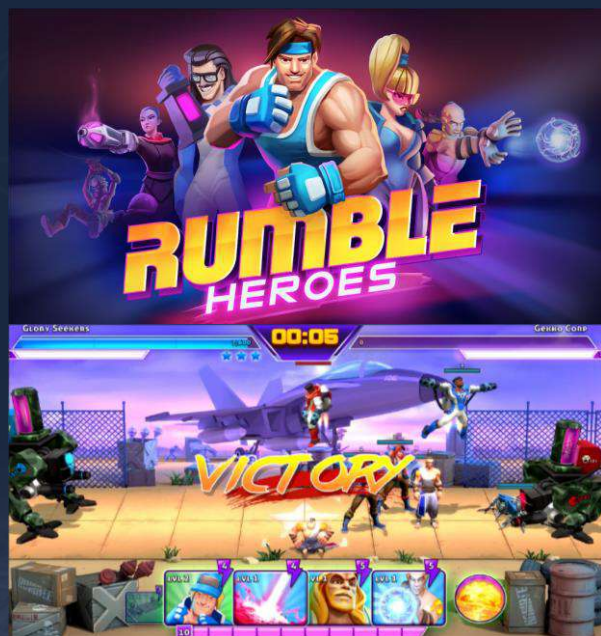Download on the **App Store**

Available on **SAMSUNG Galaxy Store**

Available on **STEAM**

GET IT ON **Google Play**

amazon apps Available at **amazon**

LINK TWIN

MOVES 0/12

TAP TO PLAY

Let your imagination wander in search of the next solution

FULL PRODUCT DEVELOPMENT

AMBER ORIGINAL IP

RUMBLE HEROES

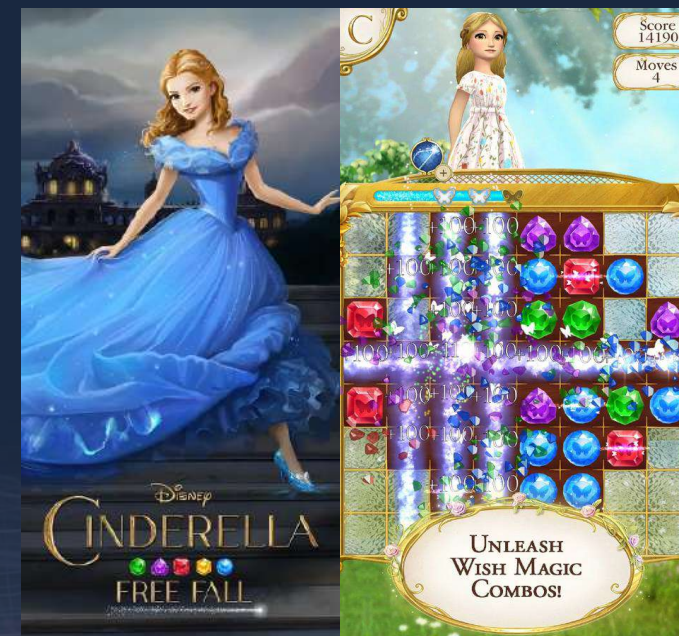Publisher: **Rogue Games**

AMBER ORIGINAL IP

TOY BLITZ

Publisher: **Self-Published**

CINDERELLA FREE FALL

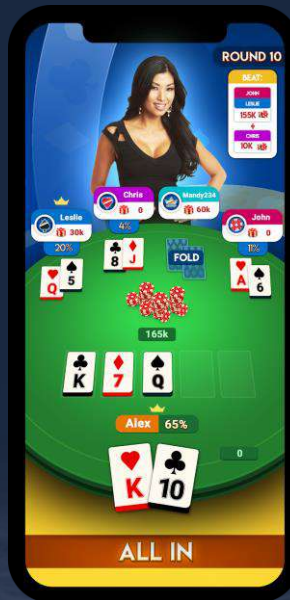Partner: **Disney Interactive**

FULL PRODUCT DEVELOPMENT

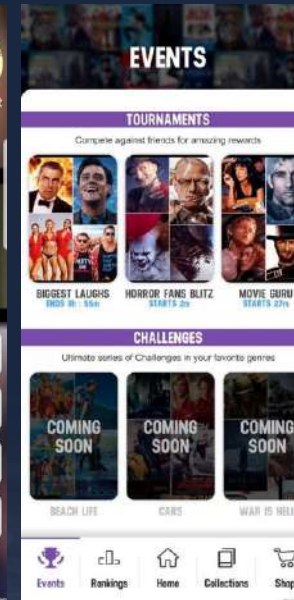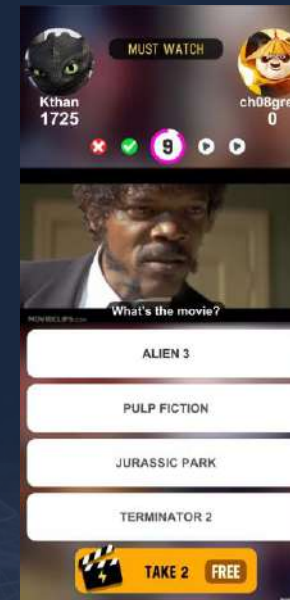**COIN HEIST**

Partner: **Big Fish Games**

CASH LIVE

Partner: **Cash Live**

MOVIE TRIVIA

AMBER ORIGINAL IP

LIVE OPS

DUNGEON BOSS

_ Live operations executed by Amber starting with March 2019

_ Features and content implemented: live events, new heroes, new epic abilities, new meta features, economy balancing

_ Highest revenue day in 12 months driven by Amber Live Ops

LIVE OPS

INSIDE OUT: THOUGHT BUBBLES

Partner: **Disney Interactive**

GODS OF ROME

Partner: **Gameloft**

CITY MANIA

Partner: **Gameloft**

CO-DEVELOPMENT

ARK
DINOSAUR BATTLE

_ Built in Unreal Engine.

_ Battle Royale with a focus on primal combat and heavy teamplay.

_ Based on an already established and successful franchise.

_ Delivered a demo map with areas accessible only by certain dinosaur archetypes, 3 types of dinosaurs (Flanker – Raptor, Tank – Triceratops, DPS – T-rex) with fluid melee combat mechanics and unique skills and abilities, including flashy kill animations.

Available on STEAM™

CO-DEVELOPMENT

GOTHAM KNIGHTS

_ Co-development services for Warner Bros. Games:

Engineering
- PhysX 4 integration
- Custom cloth physics
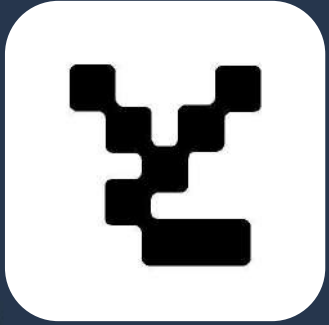- Custom "batcycle" physics
- Bug fixing

Environment art
- Gotham City
- Bowery District
- Couldron District
- Powers Club
- Orchard Hotel
- Clayface Heat Chamber
- West End
- Gotham Heights
- Financial District
- Dixon Docks

Available on **STEAM**

EPIC GAMES STORE

PS5

XBOX SERIES X|S

CO-DEVELOPMENT

YUGA LABS + IMPROBABLE

_ Co-development services, PC, Unreal Engine
_ Otherside is a metaverse providing experiences for players.
_ MSquared (M²) is a platform powering metaverses where tens of thousands of players can interact with each other.
_ Varied engineering assignments, including optimizations, tools, various features, bug fixing, etc.

CO-DEVELOPMENT

NASCAR HEAT 5

_ Porting services for MOTORSPORT GAMES

_ Ported Nascar Heat 5 to Nintendo Switch

_ Live on the Nintendo Store in November 2021

_ Frame-rate optimisations

_ Nintendo specific game modes: split-screen, table-top

CO-DEVELOPMENT

WILD THINGS:
ANIMAL ADVENTURES

_ Netflix adaptation for Jam City title:

- 700+ levels newly created or tuned
- Completed the final 4 chapters of the game, including Characters, Environment, Quests, Dialogues
- Conversion from premium to free-to-play
- Integrated Netflix required software (SDK, app tracking etc.)
- Updated the economy system of the game

Download on the App Store

GET IT ON Google Play

CO-DEVELOPMENT

SKY

_ Custom engineering services for thatgamecompany

_ Backend engineering, tools support and functional QA services.

_ Core components implemented:

- CCL IMPROVEMENTS
- ACCOUNT SERVERS
- SECURITY
- ADMIN TOOLS
- DATABASE SCALING
- LOAD TESTING

Download on the App Store

CO-DEVELOPMENT

WAR COMMANDER: ROGUE ASSAULT

Partner: **Kixeye**

YAHTZEE! WITH BUDDIES

Partner: **Scopely**

CATALYST BLACK
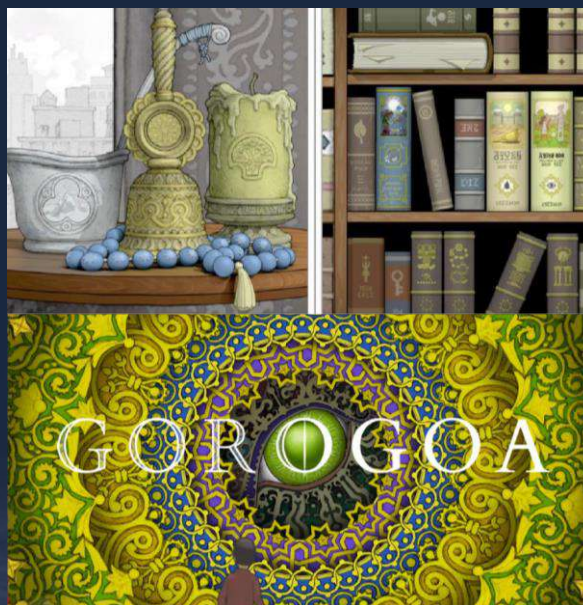
Partner: **Super Evil Megacorp**

CO-DEVELOPMENT

DICE KINGS

Partner: **Lucky Day Ent.**

GOROGOA

Partner: **Annapurna**

BAD NORTH

Partner: **Raw Fury**

CO-DEVELOPMENT

LEVEL DESIGN

_ Custom level design services

_ Over 20000 levels created, throughout 12 games from multiple partners

AMBER LABS

Our applied innovation group – on the forefront of Amber's evolution from service provider to innovation partner.

SOLUTIONS

USER INTERFACE OVERHAULS

_ New user experience technology
_ Multi-screen technology UI
_ Adaptive UI
_ AR/VR UI
_ Hybrid UI

BUSINESS GAMIFICATION

_ Game mechanics adapted to business applications
_ Changing business behavioral paradigm
_ Game design techniques adapted to business applications

GEOSPATIAL APPLICATIONS

_ Google Maps integration
_ Augmented Reality world tracking
_ Location based social experiences

PLATFORMS

AUGMENTED REALITY

_ Google ARCore
_ Apple ARKit 2
_ Environmental augmentation
_ Persistent AR environments
_ Shared AR experiences

INTERNET OF THINGS

_ Cloud computing
_ Wearable technology
_ Multi-screen integration
_ Mobile applications
_ Smart living

VIRTUAL REALITY

_ Unity3D / Unreal Engine
_ UI Research
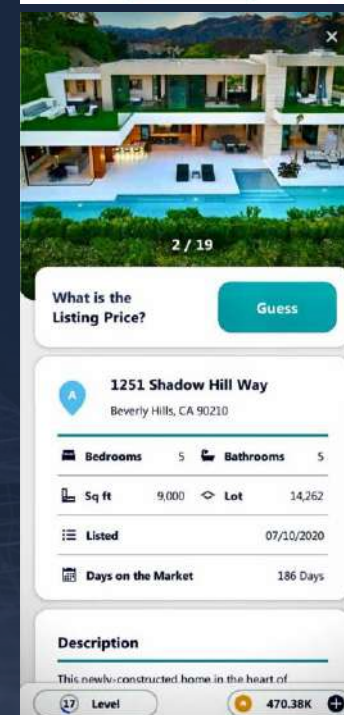_ Social VR experiences
_ 3D simulations
_ Data manipulation

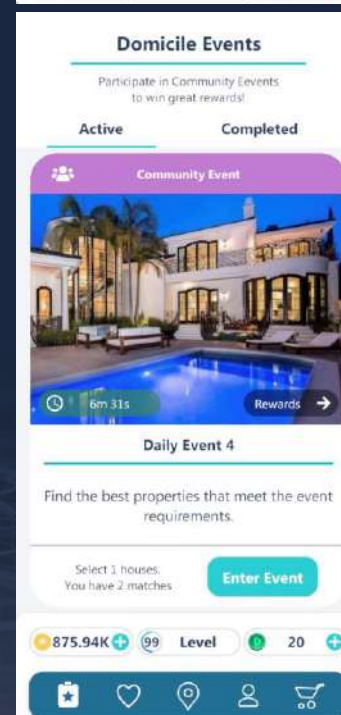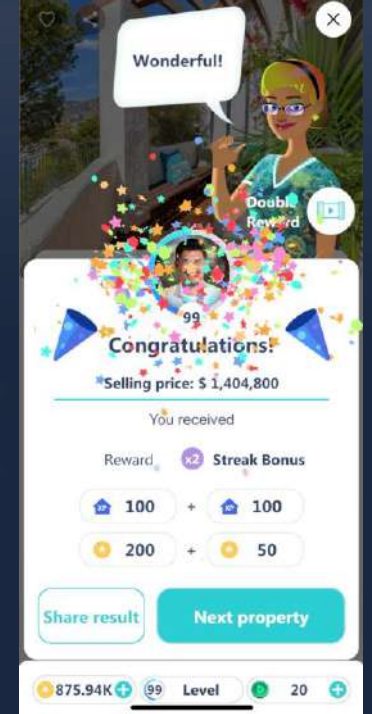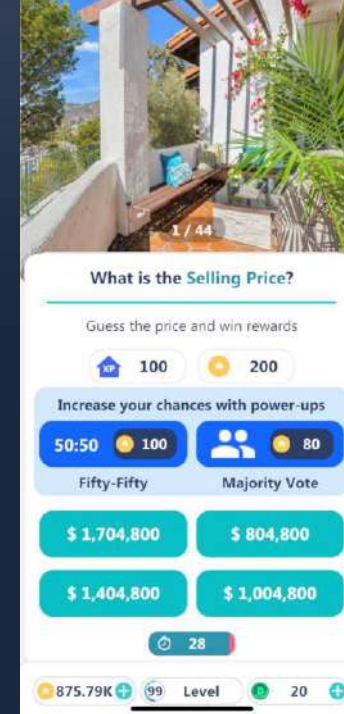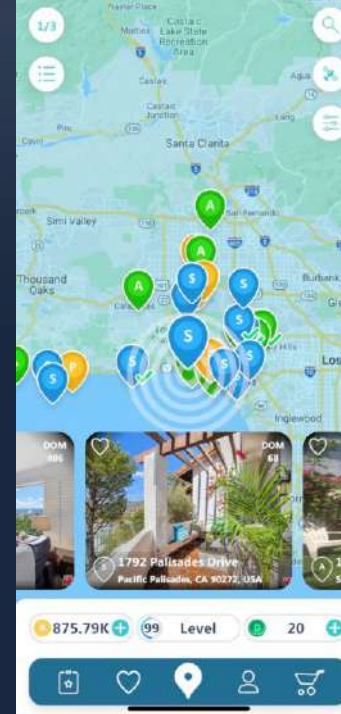# AMBER LABS

UNANNOUNCED REAL-ESTATE APP

_ Daily updated real-estate data

_ Custom server with AWS based back-end

_ Unity driven iOS/Android clients

_ Live-ops ready

_ Gamification of business features
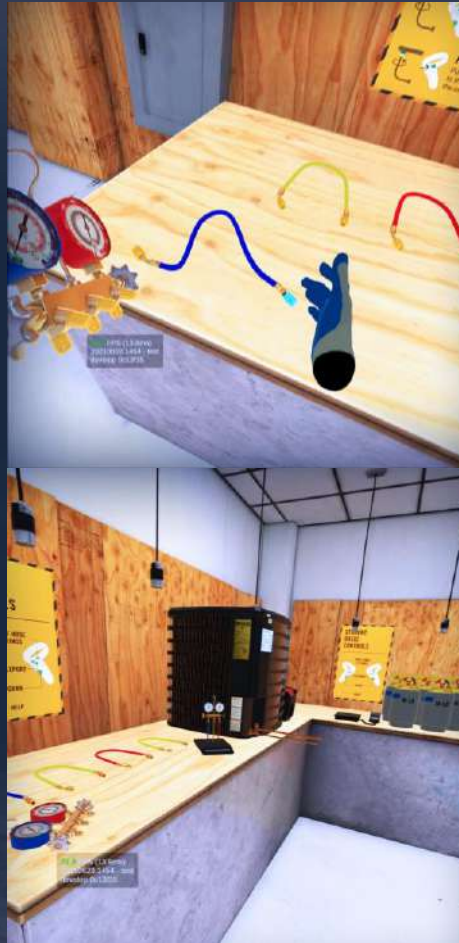
_ Includes Social & Educational features

AMBER LABS

PROPEL VR
TRAINING ECMC

_ Multiple VR laboratories for installing
and maintaining industrial AC units
_ Interactive realistic installation training
_ Voice guided feedback
_ Realistic physics and chemistry
reactions
_ Developed in Unity 3D

TRIPP

_ XR / VR wellness and meditation app
_ Creation of mood boards for Focus
and Calm Tripps;
_ Creation all 3D elements required for
Tripps;
_ Assemble the scenes for each Tripp.

AMBER LABS

BITLIKES

_ Native Android and iOS builds

_ Backend built on Django

_ Scraping your social activity in real time

_ Helping you support worthy causes or favored creators

_ Monetize your own content as a creator

_ 100% developed by Amber
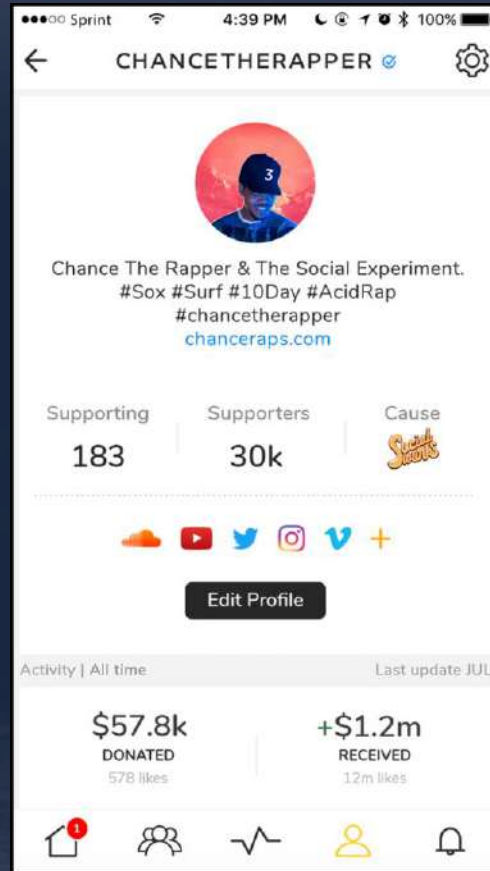
MOVIE CLUB

_ #1 video streaming application in the Philippines

_ Backend built on Azure

_ Netflix-like app loading times

_ Adaptive streaming

_ Custom revive ad server integration

_ Custom ad management system

_ InMobi ads SDK integration
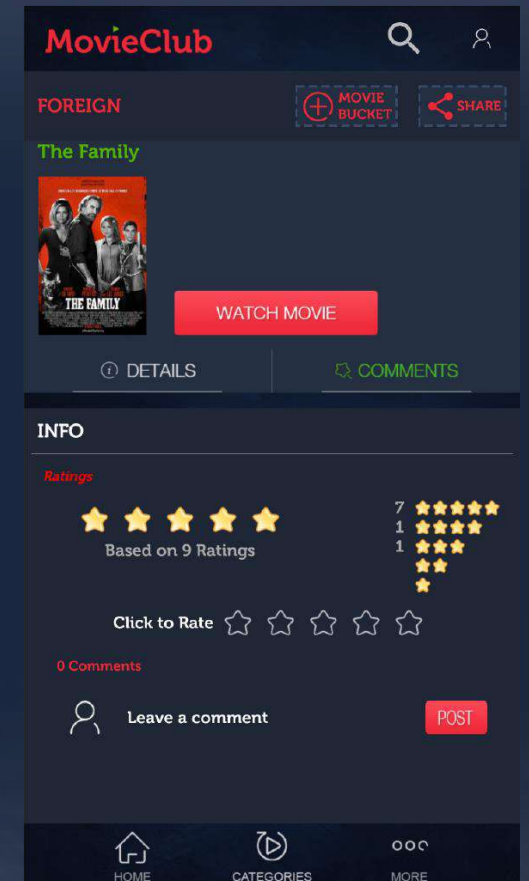
DEVELOPMENT SUPPORT

QUALITY ASSURANCE

TEST STRATEGY

Regardless of whether your games address the mobile, console, PC, wearable, VR or AR markets, we can deliver a comprehensive QA plan, replete with all the required test cases and scripts. Our QA Managers are proficient in developing the most effective testing approach for your project.

FUNCTIONAL TESTING

Our test team is ready to check the gameplay and UI, report on stability, game logic issues and validate the game asset integrity. Mobile or web, no platforms hold secrets to our specialists. They go above and beyond to make sure that your app meets the highest functionality, usability and consistency standards

COMPATIBILITY & CERTIFICATION

Our specialized Certification team will make sure that all your SKU's are ready for a clean 1st pass through submissions, saving you time and money. We're not only making sure your games are fully compliant to 1st Party requirement – we've also added test cases that go above and beyond.

QUALITY ENGINEERING

While we know that creating and testing games is based on creativity and emotion, we strongly believe that an engineering component is necessary. Using technology to cover time-consuming mechanical testing will allow our specialists to focus on areas where the human input makes the difference.

SYSTEM TESTING

Amber's QA engineers are ready to take a close look at your online components, providing deep technical risk analysis and helping you make informed business decisions. We do this by continuously measuring and testing system characteristics: scalability, endurance, performance and reliability.

PLAYER SUPPORT

We fully integrate online, mobile and landline communications, whether inbound from customers, outbound from the company or both. The synergies between QA and CE are there to sustain great engaging experiences on any platform.

MOBILE GAMES AWARDS
BEST QA & LOCALISATION SERVICE PROVIDER WINNER 2021

MOBILE GAMES AWARDS
BEST QA & LOCALISATION SERVICE PROVIDER NOMINEE 2020

MOBILE GAMES AWARDS
BEST QA & LOCALISATION SERVICE PROVIDER NOMINEE 2019

develop
BEST QA & LOCALISATION SERVICE PROVIDER FINALIST 2018

MARKETING SERVICES

RIOT GAMES

PRODUCT LAUNCH CAMPAIGN

_ Developing and implementing Social Media strategies for League of Legends, VALORANT and League of Legends: Wild Rift

_ Hosting online events featuring local YouTube and Twitch streamers

_ Planning and implementing various Google and Facebook Ad Campaigns for Arcane and Crazy VALORANT launch, as well as holiday-specific campaigns

_ Conceptualizing, planning and releasing Crazy VALORANT, a VALORANT-themed music video featuring a music artist duo (over 2M YouTube views)

_ Crafting the omnichannel launch strategy for Arcane in Romania

_ Undergoing contest marketing through organizing cross-channel giveaways featuring local content creators and artists
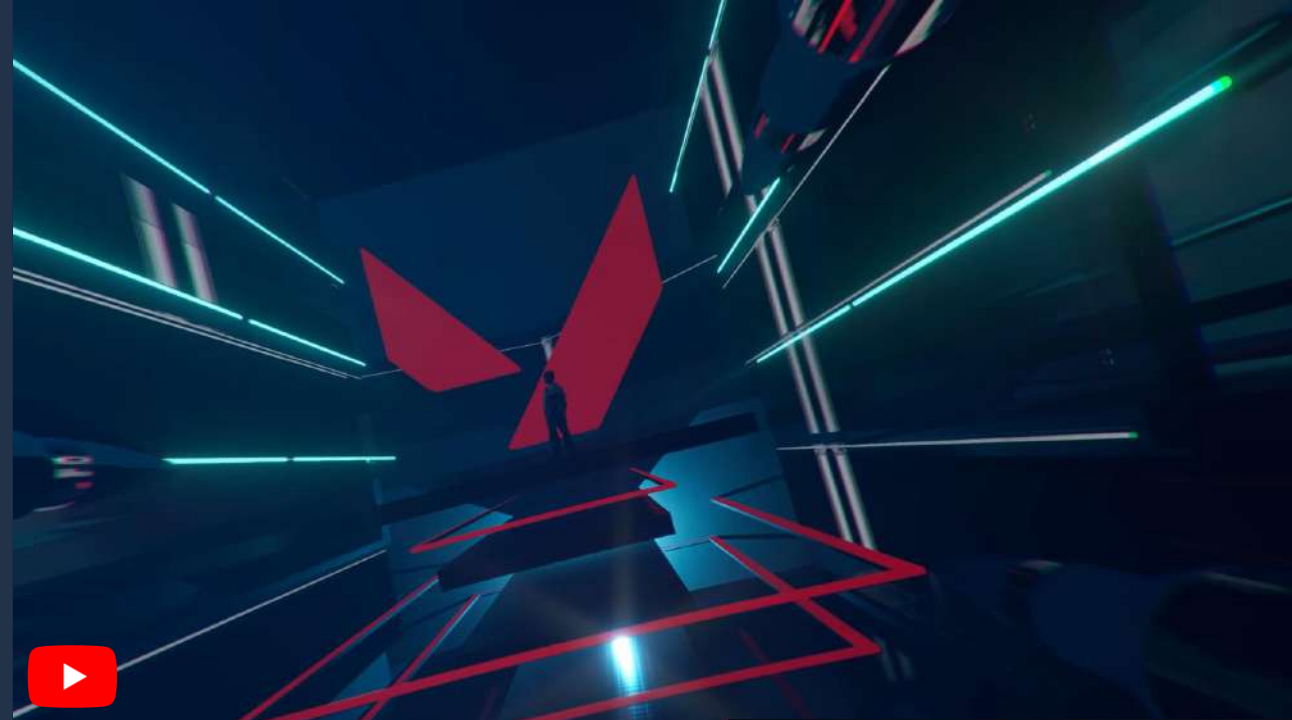
WORKFLOW & COMMUNICATION

TOOLS & TECH STACK

We use the latest technology and tools available, and we're flexible in adapting to our partners' custom frameworks.

PARTNER

AMBER

Giving Feedback

Product review feedback

Quality review feedback (art, design)

Receiving Feedback

Weekly / Sprint sync meetings

Track & communicate updates

Reporting Issues

Tech / Art / Design discussions

Provide decisions on flagged risks

Provide decisions on scope / cost changes

Providing Info & Options

Track issues & provide options

Communicate risks & mitigation options

Communicate & provide options for scope / cost changes

Review & Approval

Review builds

Approve builds

Progress Reporting

Track issues & provide mitigation options

Sprint / Risk / Milestone Reporting

Outlook   Zoom   Slack   Jira   Confluence

SECURITY

COLLOCATED DATA CENTER

SECURE VPN CONNECTION

24/7 ON-SITE SECURITY

NEXT GENERATION FIREWALLS

ENDPOINT SECURITY

HIGH AVAILABILITY

DDOS PROTECTION

SSL ENCRYPTION

TESTIMONIALS

AYHAN SAHIN
Director of Product / BIG FISH GAMES

"I have worked with many external vendors/partners/providers in the past and have never had a quality of service quite up to the level as we've received from Amber."

TAEWON YUN
CBO / SUPER EVIL MEGACORP

"Finding an external development partner was not an easy journey for Super Evil Megacorp. We were one of those "everything needs to be invented by us" studio. We were worried about skill level, speed of external teams, language barriers, time zone management, stability, our lack of internal process and tools etc. Amber Studios helped us to solve external issues we were worried about and to focus only focus on fixing and improving internal ones. We are happy that Amber Studio is our partner on this journey."

CALEB RUGG
Level Design / ROVIO

"We have nothing but positive things to say regarding our year long collaboration with Amber. Deliveries were always on time and of very high quality, and the level of communication, organization, and professionalism was excellent. The designers were always accessible and responsive, and they were also very open to and accepting of feedback. All of these demonstrated the team's strong willingness to learn and deep passion for the project, which was inspiring for us, as well.."

JOSHUA HENDREN
General Manager / KIXEYE

"Amber Studios was a great partner for us at KIXEYE. Their team was diligent, savvy, and hard working. For a good portion of the development of WC:RA the majority of the gameplay engineering was done out of Amber and they were responsible for some of our more critical features. Their leadership was great to work with and their team was always willing to do what we asked of them. I would happily work with Amber Studios again given the opportunity."

JOSEPH OLIVAS
QA Manager / KABAM

"In my 16 years of working in the QA industry, Amber Studios has been by far one of the best outsource companies to work with. Not only surpassed my expectations in quality and communications but also in execution. I would highly recommend Amber Studios for anybody's QA needs."

LIAM O'NEILL
Producer / RAW FURY

"I've had the pleasure of working with Amber during mobile porting of one of our titles. They're a team that is prepared to take on a difficult challenge and deliver quality results. I'd happily work with them again."

AMBER LEADERSHIP

JAIME GINE
CEO

ALINA PERRIN
PEOPLE EXPERIENCE

CRISTIANA FERNBACH
GENERAL COUNSEL

ANDREEA ENACHE
CRO

MIHAI POHONTU
EXECUTIVE CHAIRMAN

SCOTT HUMPHRIES
PRODUCT DEVELOPMENT

TUDOR POSTOLACHE
GLOBAL OPERATIONS

VLAD POPOVICI
MARKETING

ROIE CHIZIK
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