



Uruguay
VideoGames

Meet the Uruguayan delegation at
gamescom latam 2025
and make your next deal with us!

uruguayvideogames.com



Uruguay VideoGames

Uruguay offers a convenient ecosystem for the video game industry. A highly innovative country, Uruguay provides the creativity and skilled talent to develop world-renowned video games.

The country's world-class technology infrastructure, advanced and progressive policies, and ease of doing business makes Uruguay the LATAM #1 hub for global tech companies.

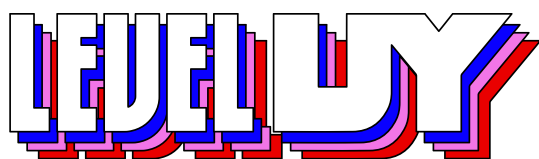
PASSIONATE AND CREATIVE YOUNG TALENT

- Out-of-the-box thinking
- Qualified and experienced
- #1 IN LATAM offering industry-related university degrees and free access to education at all levels.

FRIENDLY ECOSYSTEM

- World-class tech infrastructure
- Outstanding tax benefits & financial freedom
- Government support
- Collaborative gaming community

Our regional event for the
video game industry



URUGUAY THE LATAM
#1 HUB
FOR GLOBAL TECH
COMPANIES

Global companies that
CHOOSE URUGUAY

Globant ➤

eternmax

JAMCITY

**NIMBLE
GIANT**
ENTERTAINMENT

endava ⚙️



batovi games

GAMES STUDIO

LOOKING FOR:

PUBLISHERS

Batovi Games is an Uruguayan game developer founded in 2005 in Montevideo. We develop multiplatform indie games, among which are Charrua Soccer and Pixel Cup Soccer: Ultimate Edition.

ABOUT THE GAME

Slidemagi is a turn-based strategy game in which units move by sliding the lines of the board. You are a Mage who, using your deck of cards, can summon spells or create units with unique abilities to fight under your control.

CONTACT

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▶ batovi

📘 batovi-games

FEATURED GAME:
SLIDEMAGI



WATCH TRAILER



fireborne games

VR GAME STUDIO

LOOKING FOR:

PUBLISHERS

FUNDING

TRANSLATIONS AND LOCALIZATION

We are Fireborne Games, a small, up and coming indie VR games studio from Uruguay.

We love VR, games and pushing technology forward, and that's exactly what we're aiming for in our first title "Airborne Arena".

ABOUT THE GAME

Airborne Arena is coming soon to Steam! Airborne Arena is a fast, juicy and edgy shooting-racing game where you play as a hoverbike rider in 2058's Rider City.

Race against the different gangs and raise to the top in Airborne Arena's single player campaign or meet up with friends old and new to race multiplayer races and battle it out in the deathmatch arenas!

CONTACT

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in [fireborne-games](#)

FEATURED GAME:

AIRBORNE ARENA



WATCH TRAILER



ironhide game studio

GAME STUDIO

LOOKING FOR:

OTHERS

We are a Uruguayan video game studio that develops multiplatform games. Creators of the award-winning saga Kingdom Rush and Iron Marines.

ABOUT THE GAME

In the depths of uncharted territories, a formidable evil emerges!

As a formidable alliance takes shape, it hangs by a thread, knowing that while both parts may journey together at the beginning of their quest, the shifting winds of change could instantly redirect their path.

Embark on an epic journey alongside the valiant warriors of Linirea and the relentless Dark Army as they unite to conquer a colossal foe.

With greater power and menace than ever before, Kingdom Rush 5: Alliance brings forth a fresh, exhilarating experience, building upon the lightning-paced and captivating gameplay that propelled its predecessors to award-winning status.

CONTACT

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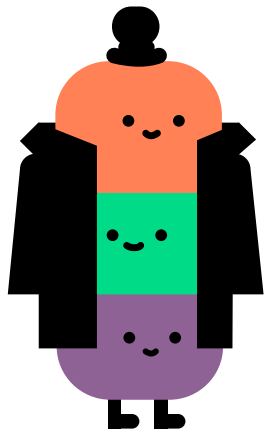
📺 IronhideGameStudio

📘 Ironhide Game Studio

FEATURED GAME:

KINGDOM RUSH 5: ALLIANCE





mucho games

GAME STUDIO

LOOKING FOR:

PUBLISHERS

FUNDING

Mucho Games is an indie studio with 20+ years of experience, known for unique games. After the beloved Toast it Up, they're developing Not a Grown Up, a vibrant action rail shooter with epic boss battles.

ABOUT THE GAME

A VR action-packed rail shooter featuring epic boss battles. The bosses are enormous monsters that feel like they're charging straight at you, fully immersing you through VR. The game blends fantasy, humor and sci-fi themes with colorful, vibrant characters and graphics.

CONTACT

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📺 [muchogames](#)

FEATURED GAME:

NOT A GROWN UP





ultraton studios

GAMES STUDIO

LOOKING FOR: **MARKETING & PR**

Ultraton Studios is founded by Daniel Perdomo in 2021.

As an artist with a deep passion for technology as a medium of expression, Daniel brings over 30 years of experience in 3D animation, modeling, and directing.

Ultraton is poised to make a significant impact in the gaming industry creating immersive and enjoyable games.

ABOUT THE GAME

Soccer meets air hockey with an incredible twist: fast-paced, zany robots inspired by your favorite pop culture icons. This isn't just about speed and strength; strategy, quick moves, and clever plays are the keys to victory. This game guarantees endless fun and high-octane action. Step into the arena and show them who's the champion!

CONTACT

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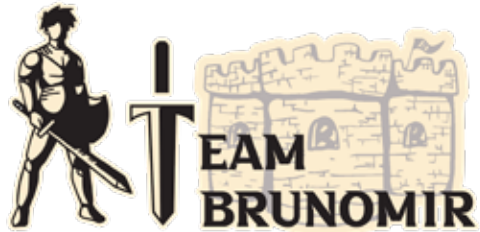
🌐 ultratonstudios.com

🎵 [ultratongames](#)

FEATURED GAME: **ROOMBALLS**



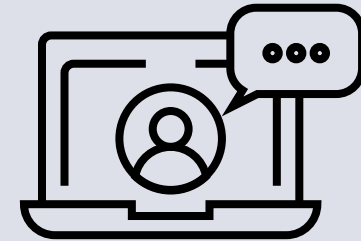
🎬 **WATCH TRAILER**



team brunomir

GAME STUDIO

VIRTUAL
PARTICIPATION



LOOKING FOR:

PUBLISHERS

FUNDING

TRANSLATIONS AND LOCALIZATION

We're a small indie game dev studio from Uruguay, located in the beautiful port city of Juan Lacaze, Colonia. We're currently working on our first commercial release, a visual novel called Poison Noir: Desire, Time & Gangsters.

ABOUT THE GAMES

Poison Noir: Desire, Time & Gangsters

A thriller animated Visual Novel of the sub-genre Dating Sim with multiple endings. It will be released on PC in late 2025.

Poison Noir: Desire, Time & Gangsters is an animated visual novel with a captivating fantasy theme. Immerse yourself in a rich, multilayered narrative where desire, time, and danger intertwine in a world of gangsters, secrets, and uncertain fates.

Dungeon Dread

A dark and challenging JRPG dungeon crawler with elements of horror and survival.

Set in a mysterious medieval castle and the surrounding village, players must explore the depths of the castle, face unspeakable horrors, and manage limited resources while uncovering dark secrets that could change their fate.

CONTACT

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FEATURED GAME:

POISON NOIR: DESIRE, TIME & GANGSTERS



FEATURED GAME:

DUNGEON DREAD



gonzalo varela

COMPOSER AND SOUND DESIGNER

PRESENTING

MUSICAL ADRENALINE: COMPOSING FOR ACTION AND COMBAT SCENARIOS

1 MAY - 2025 / STAGE 1
13:55 - 14:25 PM (UTC+03:00)



The specificities of music for action, combat, victory and defeat scenarios will be addressed, including rhythmic, harmonic, melodic, timbral and production aspects that should be considered. The presentation will feature audio examples of video games the speaker has worked on, such as Fight’N Rage and Neon Inferno. Attendees will gain tools to understand, create, or select music suited to different aesthetics and intensity levels.

GONZALO VARELA

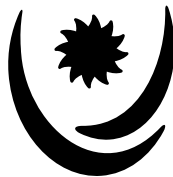
Composer and sound designer who has worked on numerous video games released on all major platforms, as well as films, audiovisual series, theatre plays, and other media. He has received awards from Uruguay’s Ministry of Education and Culture, Fulbright, the Kino London Short Film Festival, and others. Varela works at the Universidad de la República and the Universidad Tecnológica in Uruguay, and holds an Master of Fine Arts degree in Music Composition for the Screen from Columbia College Chicago, along with two Bachelor’s degrees in Music Composition and Musical Performance from the Universidad de la República.

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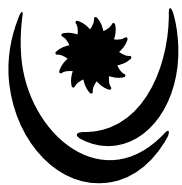
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specialist



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BRAND PROMOTION AGENCY

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WANT TO KNOW MORE ABOUT
OUR GAMING INDUSTRY?



Uruguay
VideoGames

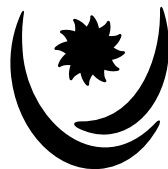
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