

## Uruguay Video Games



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.

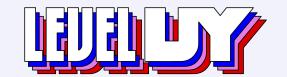
### PASSIONATE AND CREATIVE YOUNG TALENT

- 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
- Outsanding tax benefits & financial freedom
- Government support
- Collaborative gaming community

Our regional event for the video game industry







NIMBLE

# URUGUAY GAME DELEGATION



GDC 2024

































### IRONHIDE GAME STUDIO

**GAME STUDIO** 

LOOKING FOR:



We are a Uruguayan video game studio that develops

multiplatform game Kingdom Rush and

#### **ABOUT THE GAME**

In the depths of u emerges!

As a formidable alli knowing that while the beginning of th could instantly redi

Embark on an epic

of Linirea and the relentless Dark Army as they unite to conquer a colossal foe.

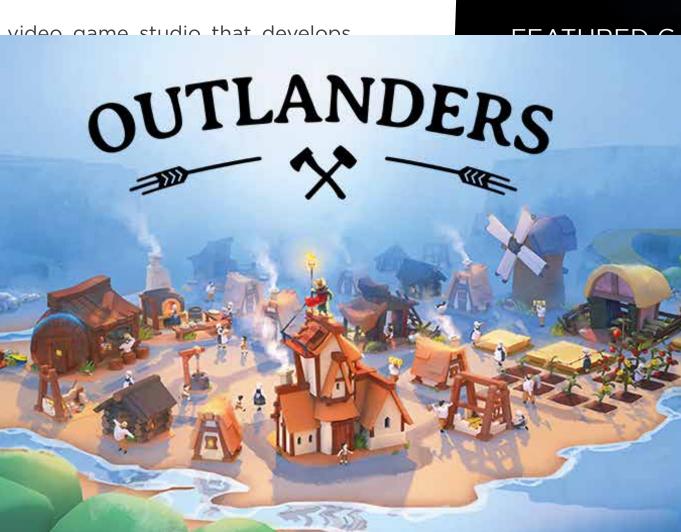
With greater power and menace than ever before, Kingdom Rush 5: Alliance brings forth a fresh, exhilarating experience, building upon the lightning-paced and captivating gameplay that propelled its predecessors to award-winning status.

#### **CONTACT US:**

PAULA BENTANCUR HEAD OF MARKETING

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- @ironhidegames 0
- ironhidegames.com
- @IronhideGameStudio
- Ironhide Game Studio



**AVAILABLE IN:** iOS





### PINCER GAMES

**GAME STUDIO** 

LOOKING FOR:

USER ACQUISITION

Based in Punta del Este, we're three friends passionate about the potential of Videogames Media. Pincer creates fresh experiences for experimented gamers on mobile devices.

#### **ABOUT THE GAME**

Fighters of Fate is a 2D mobile F2P multiplayer game that offers a unique take on card and RPG games, combined with the excitement of visual fighting action. Fighters can organize real-time battles, add friends, chat, and select a special ally to team up with during fights. Made with Unity

#### **CONTACT US:**

PABLO P. LANCASTER

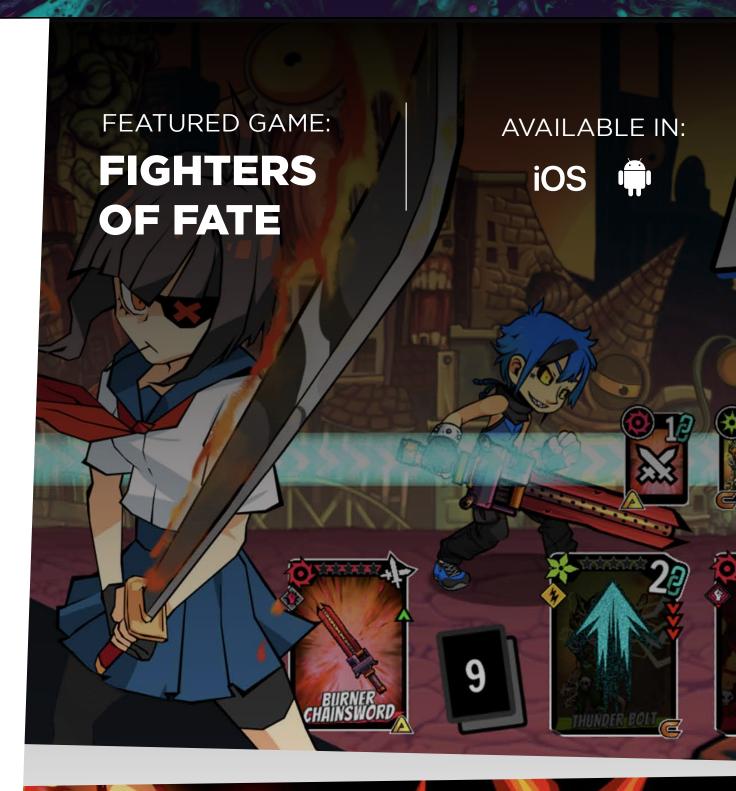
VIDEOGAME DESIGN | CO-FOUNDER & GAME DIRECTOR



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pincergames.com







### MAGICAL BEAST GAMES

**GAME STUDIO** 

LOOKING FOR: ( PUBLISHERS )

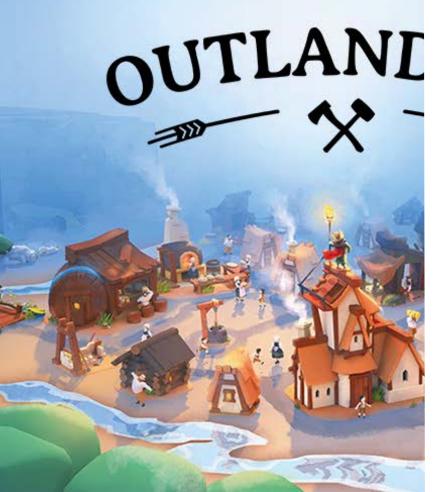
FUNDING )

We are Magical Beast Games a game studio founded by

three veteran deve years of experience developing Cleanur

#### **ABOUT THE GAME**

Cleanup Crew is a t you will face non st Choose your starti Carve a path betwe and survive long er



#### **CONTACT US:**

**RUBEN GARAT** PRODUCTION & PROGRAMMING

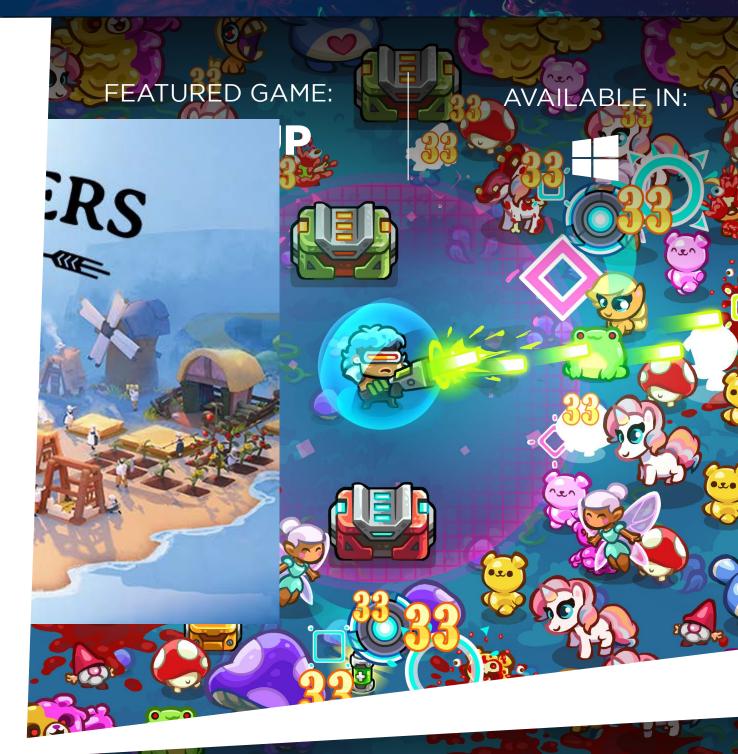
ruben@magicalbeastgames.com

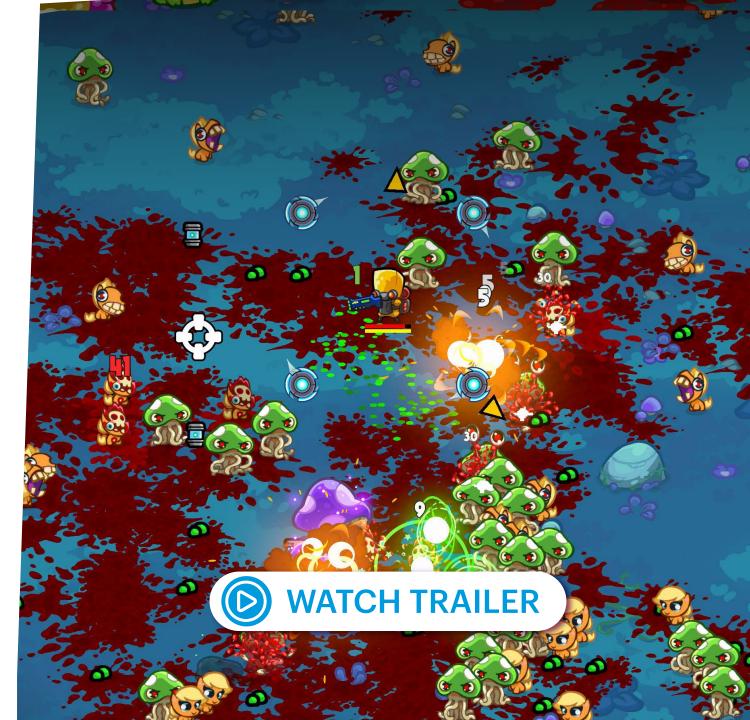
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### FIREBORNE GAMES

**GAME STUDIO** 

LOOKING FOR:

PUBLISHERS

FUNDING

Fireborne Games is a small VR game startup from Uruguay focused on creating immersive and innovative VR game experiences. Now working on their first title. "Airborne Arena"

#### **ABOUT THE GAME**

Airborne Arena is coming soon to Quest's AppLab! Airborne Arena is an action-packed, intituitive and immersive 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 US:**

ENZO GAIERO
CREATIVE DIRECTOR

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© FireborneGames





### **ABYA**

#### **GAMING PLATFORM**

LOOKING FOR:

**PUBLISHERS** 

nologies that r deliver a sean A's cloud gam ng console.





O MICELI S DEVELOPMENT

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EL FERNANDEZ S DEVELOPMENT

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ayabya

layabya

abya.com

playabya

🚹 playabya



vehículos, prepárate para desatar el caos de la forma más creativa y explosiva posible.

**Spotlight** 

0









Square Enix











### ARF GAME STUDIO

**GAME STUDIO** 

LOOKING FOR:

CONTRACT WORK

FUNDING )

LICENSING

Engaging Mechanics • Expressive Graphics • Polished Experiences Mobile and Html5 are our main focus. Seasoned game developers working on both original content and established IPs. Let's make a game!

#### **ABOUT JUMP JOUTS JAM**

The third installment in the popular Jump Jousts game series from Cartoon Network. This time, it's a cross-over with all the Cartoon Network characters!

#### **CONTACT US:**

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FRANCO ZUCCHI
BUSINESS DEVELOPMENT

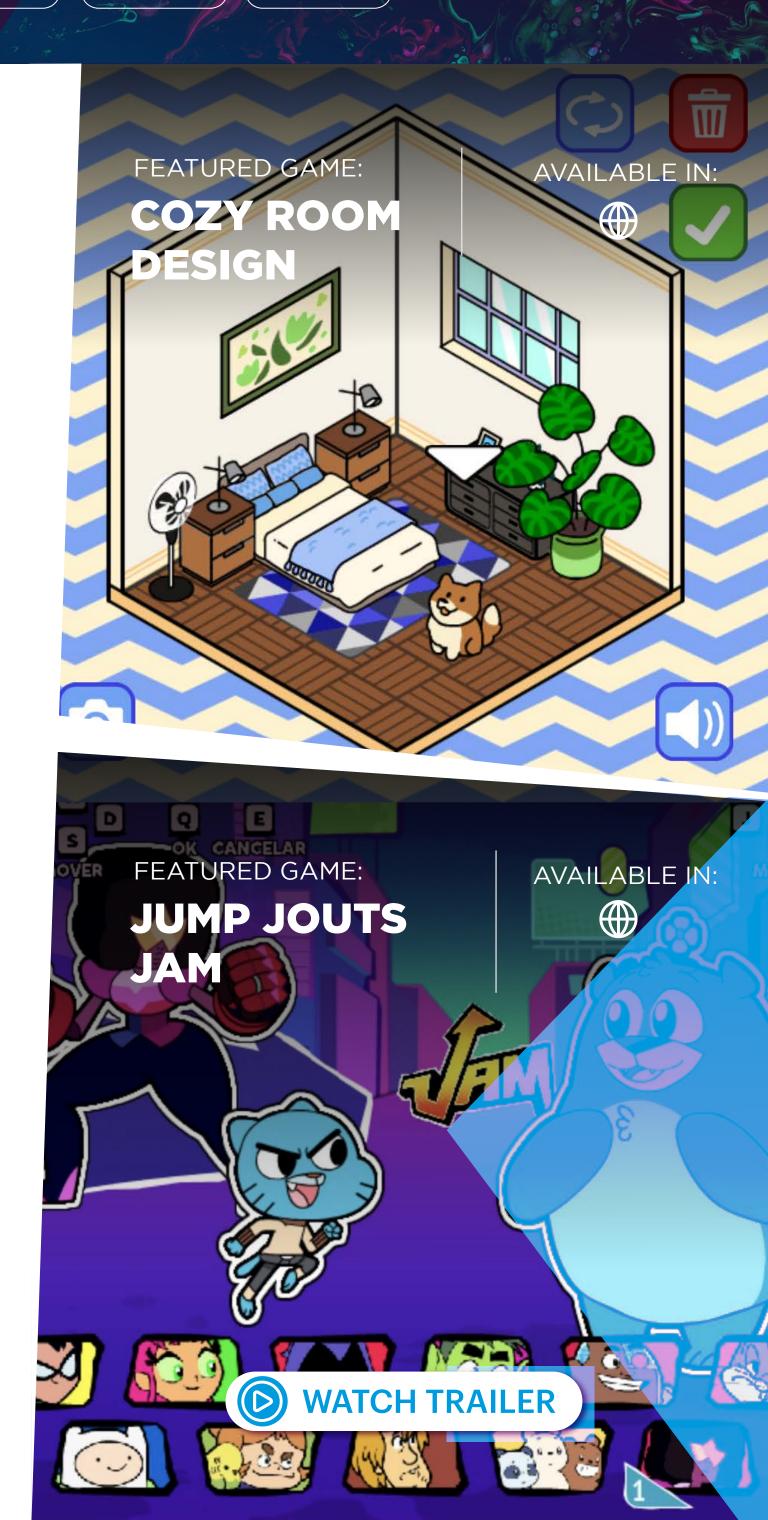
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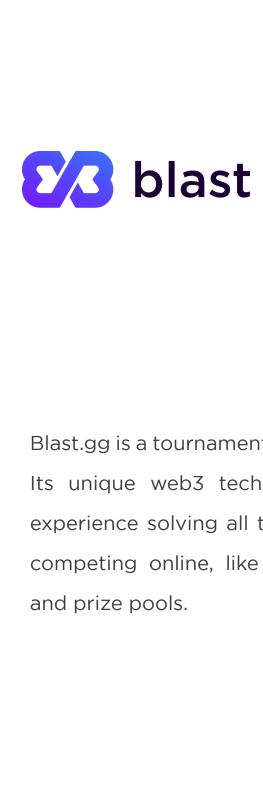
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ArfGames

o arfgames

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### **BLAST**



LOOKING FOR:

FINANCING

Blast.gg is a tournament platform for gaming and esports. Its unique web3 technology provides a great player experience solving all the challenges and pain points of competing online, like registration, bracketing, leveling and prize pools.

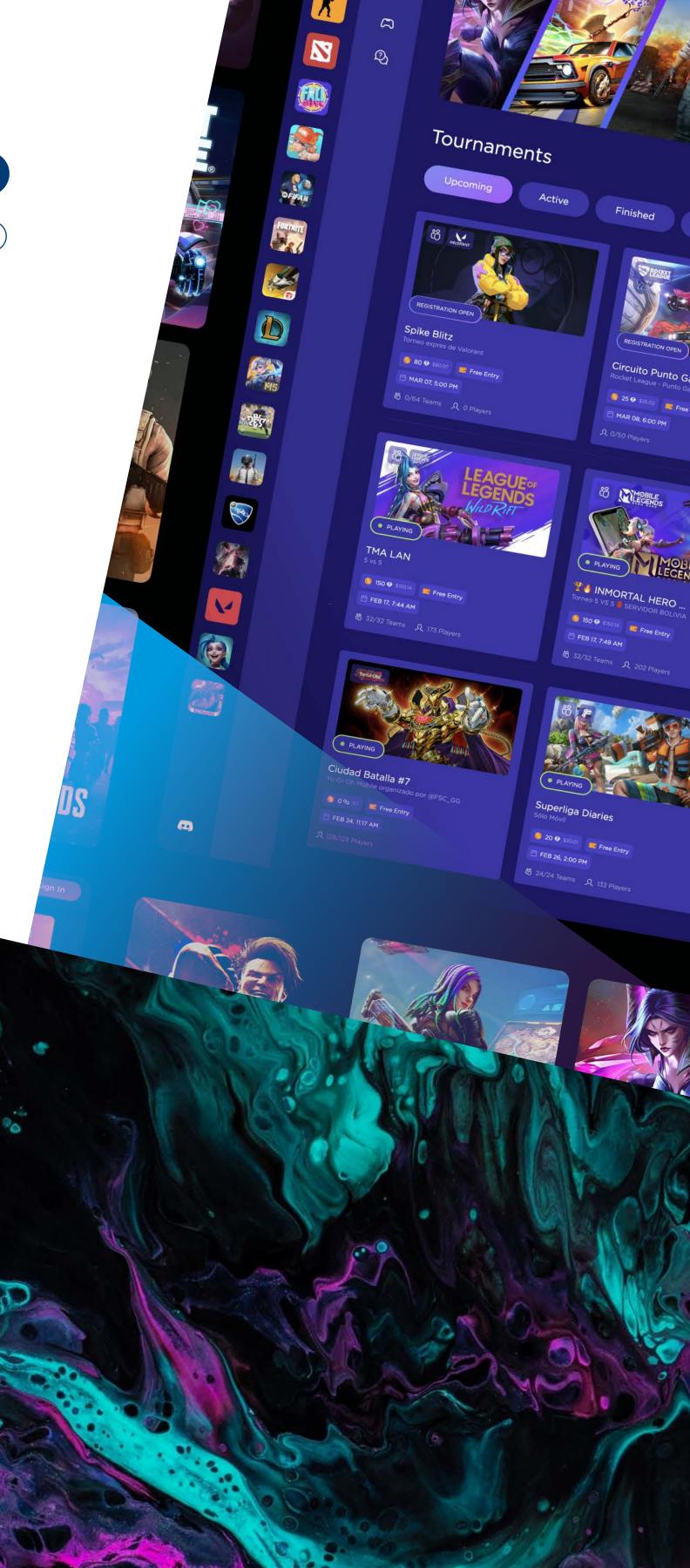
#### **CONTACT US:**

VIKEN BOYADJIAN CEO

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blast.gg

© @blastgmi





### ETHEREAL STUDIO

**GAME STUDIO** 

LOOKING FOR:

FINANCING

PUBLISHING

We are Ethereal Studio, an indie duo from Montevideo, Uruguay. We are currently working on Bunnerly, a third person adventure game about a glowing rabbit in a dystopian future.

#### **ABOUT THE GAME**

A steampunk adventure of a glowing rabbit. Solve puzzles, jump n' hack and use the glowing ability to hop up and down the city to find his bunnies.

#### **CONTACT US:**

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X @Etherealwindp

@etherealwstudio

bunnerly.com







### SEBDEVSGAMES

**GAME STUDIO** 

LOOKING FOR: ( CONTACT WORK

SebDevsGames was founded in 2022 thanks to an Epic MegaGrant that was awarded to bring our flagship title Astra-X to working Alpha! We are now an Epic Certified Service Partner and are seeking your help to complete development!

#### **ABOUT THE GAME**

ASTRA X is a gameplay-first action space-shooter videogame that reimagines and reconstructs the legendary SHOOT 'EM UP genre! From the ground up. In next generation Unreal Engine 5.

#### **CONTACT US:**

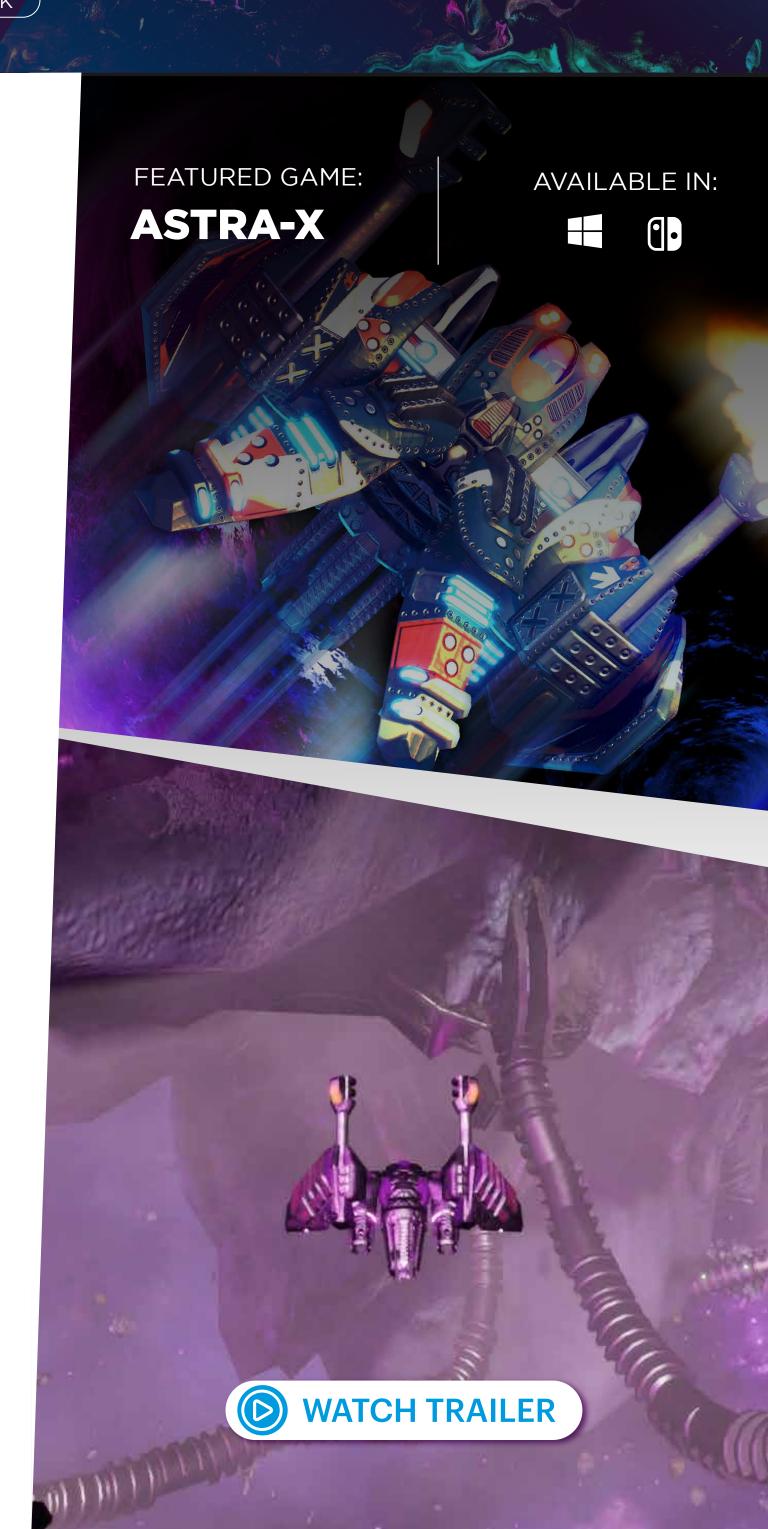
SEBASTIAN SERRANO FREILE PROGRAMMING



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### **ANUBIS PROJECT**

**GAME STUDIO** 

LOOKING FOR: (PUBLISHERS)

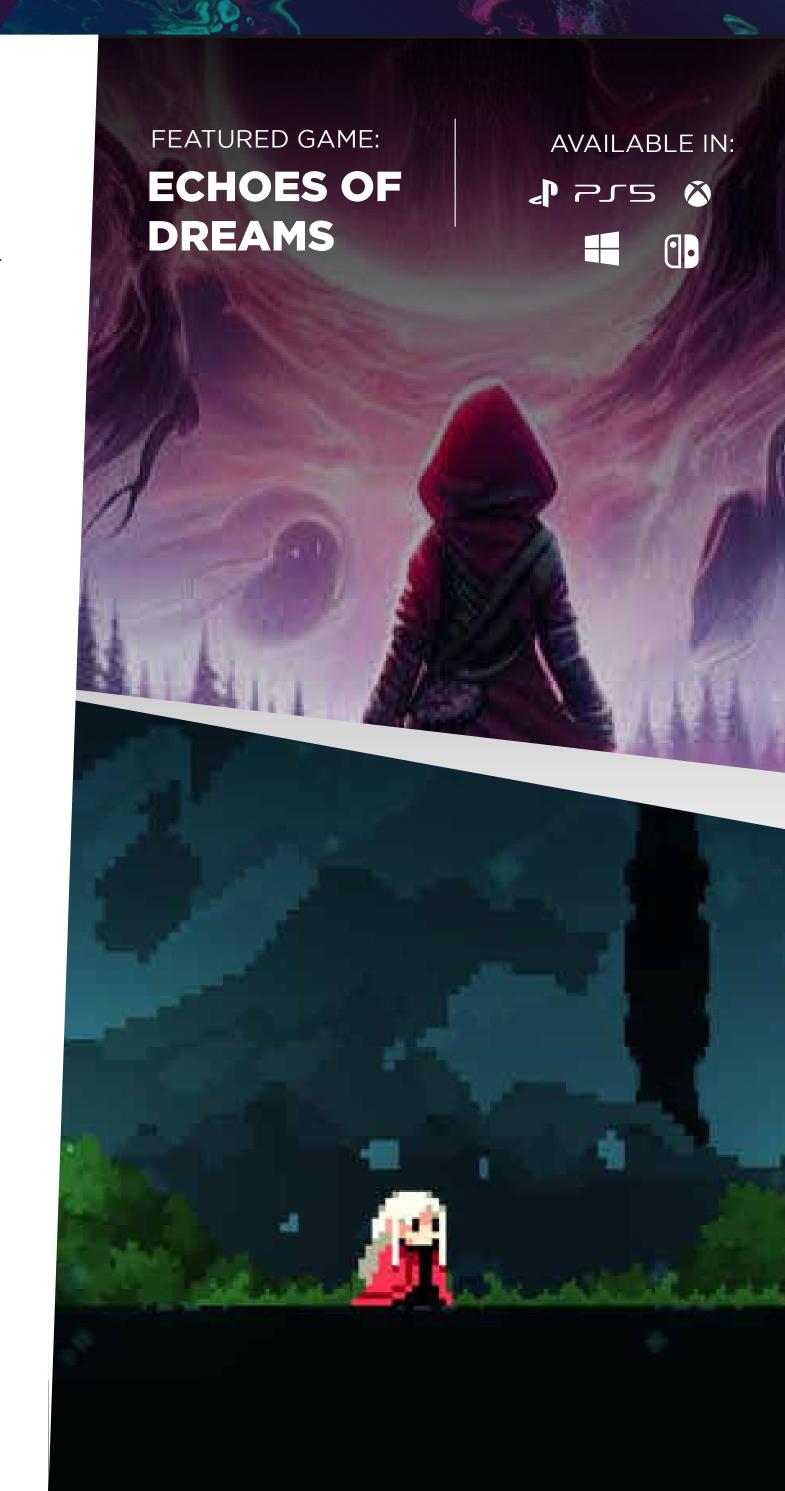
**FUNDING** 

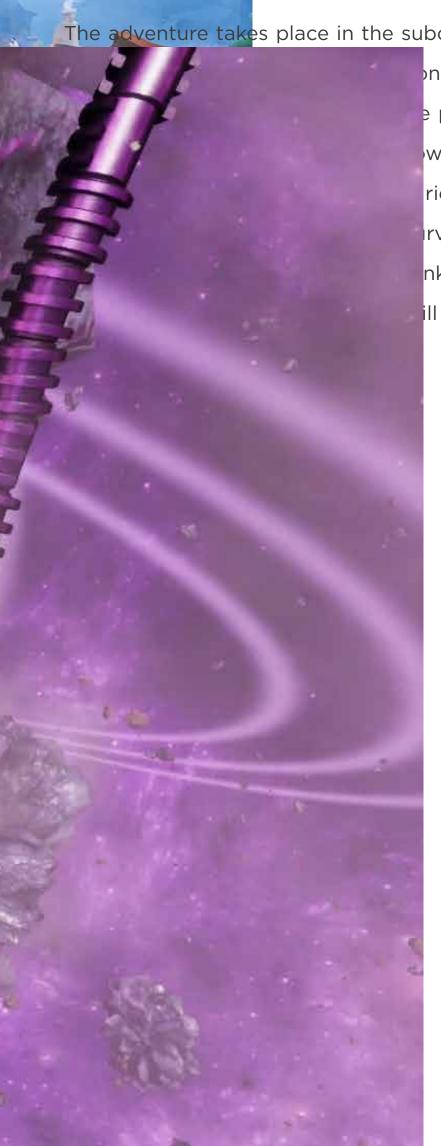
A simple Uruguayan indie studio, the most sincere way to describe myself, I am a solo developer, a crazy dreamer, assignate about the world of video games, with a single goal, that at least one person in the world enjoys my games.

#### **ABOUT THE GAME**

The adventure takes place in the subconscious of an old

on has lost most of his e perception she had w she must travel to ric world that lives in rvive his nightmares nknown, in order to ill remain...







### LAIA BEE

PRESIDENT OF CAVI | CEO PINCER GAMES

**PRESENTING: #1REASONTOBE** 

#### **PRESENTING: #1REASONTOBE**

#1ReasonToBe holds the power to broaden the horizons of our industry and the global challenges we confront. By providing insights into the often-overlooked realities and cultures, the panel sheds light on dimensions that are not conventionally visible.

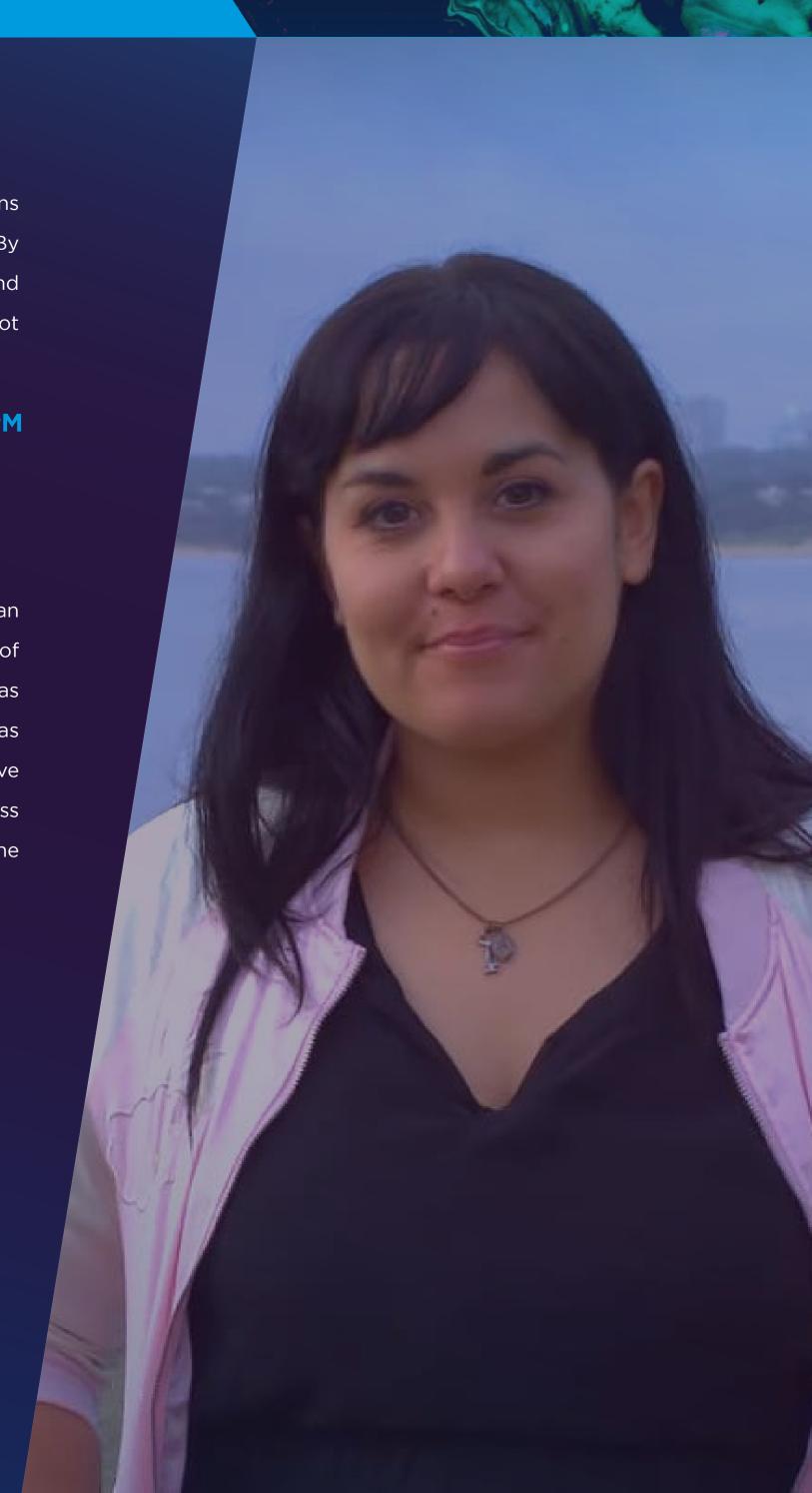
THURSDAY, MARCH 21 | 11:30 AM - 12:30 PM

#### **MORE INFORMATION HERE**

Co-founder of Pincer Games, President of the Uruguayan Chamber of Video Game Developers, and Coordinator of the Latin American Video Game Federation. She was selected by The Game Awards in their "Future Class" as one of the individuals representing the transformative and inclusive future of video games. She is a business lecturer in Video Games at the National School of Fine Arts and was a co-director of Girls in Tech Uruguay.

#### CONTACT

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### GONZALO VARELA

**COMPOSER, SOUND DESIGNER** 

I am a composer, sound designer and guitarist born in 1990 in Montevideo, Uruguay. I am characterized by a strong interest in learning very different kinds of music, which enables me to create original music that responds to the communicative and expressive needs of each moment. My passion for artistic collaboration has led to my work being part of six video games (including releases for Nintendo, Sony and Microsoft consoles, as well as Windows, iOS and Android devices), two feature films, three audiovisual series, thirteen short films, eleven theatre plays and other media.

**MORE INFORMATION HERE** 

**DEMOS HERE** 

#### **CONTACT**

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### CONTACT OUR SPECIALIST





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C A

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WANT TO KNOW MORE ABOUT

## OUR GAMING INDUSTRY?





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