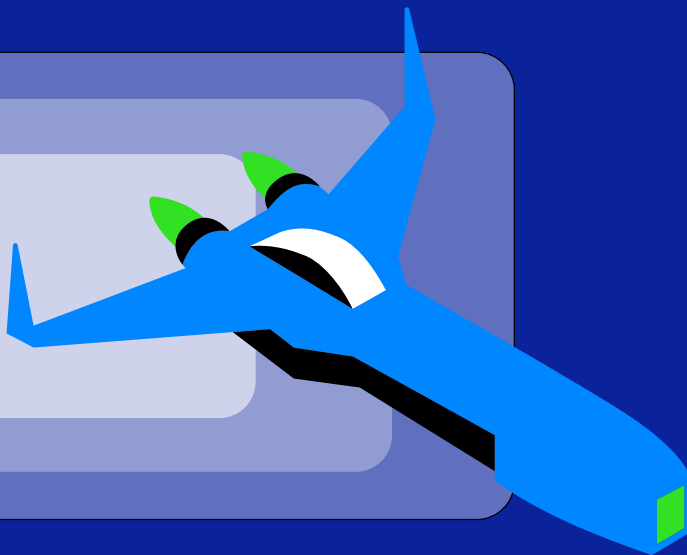




BRAZIL GAMES



GAMESCOM | DEVCOM 2025

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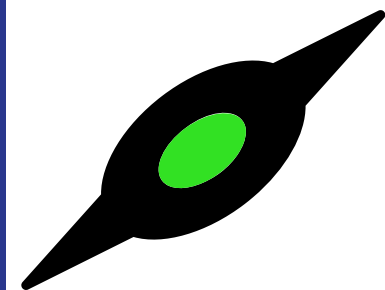


Promoted by



MINISTRY OF
DEVELOPMENT,
INDUSTRY, TRADE
AND SERVICES





Brazil Games:
Associates

**Get to know the Brazilian
Game Industry:**
Check out the trailers!

ABOUT ABRAGAMES

Founded in 2004 by a group of game development companies, Abragames, the Brazilian Game Companies Association, emerged as a non-profit organization with the goal of strengthening the national game development industry. Abragames' mission is to coordinate, strengthen, and promote the Brazilian digital game industry through representation and dialogue within both the national and international cosystems, fostering an understanding of all elements within our value chain. Additionally, Abragames promotes events and partnerships aimed at advancing the state of the art in game development in Brazil.

ABOUT BRAZIL GAMES

The Brazil Games Export Sector Project is a non-profit program created by Abragames (Brazilian Game Companies Association) in partnership with ApexBrasil (Brazilian Trade and Investment Promotion Agency). Its aim is to strengthen the Brazilian digital gaming industry by providing training and creating new business opportunities for Brazilian companies in the international market. Here's how to participate in the Brazil Games Project: [See here!](#)

ABOUT APEXBRASIL

The Brazilian Trade and Investment Promotion Agency (ApexBrasil) works to promote Brazilian products and services abroad and attract foreign investments to strategic sectors of the Brazilian economy. In order to achieve its goals, ApexBrasil carries out several trade promotion initiatives aimed at promoting Brazilian products and services abroad, such as prospective and trade missions, business rounds, support to the participation of Brazilian companies in major international fairs, visits of foreign buyers and opinion makers to learn about the Brazilian productive structure, among other business platforms that also aim at strengthening the Brazil brand. The Agency also acts in a coordinated way with public and private players to attract foreign direct investment (FDI) to Brazil with a focus on strategic sectors for the development of the competitiveness of Brazilian companies and the country.

Representative:

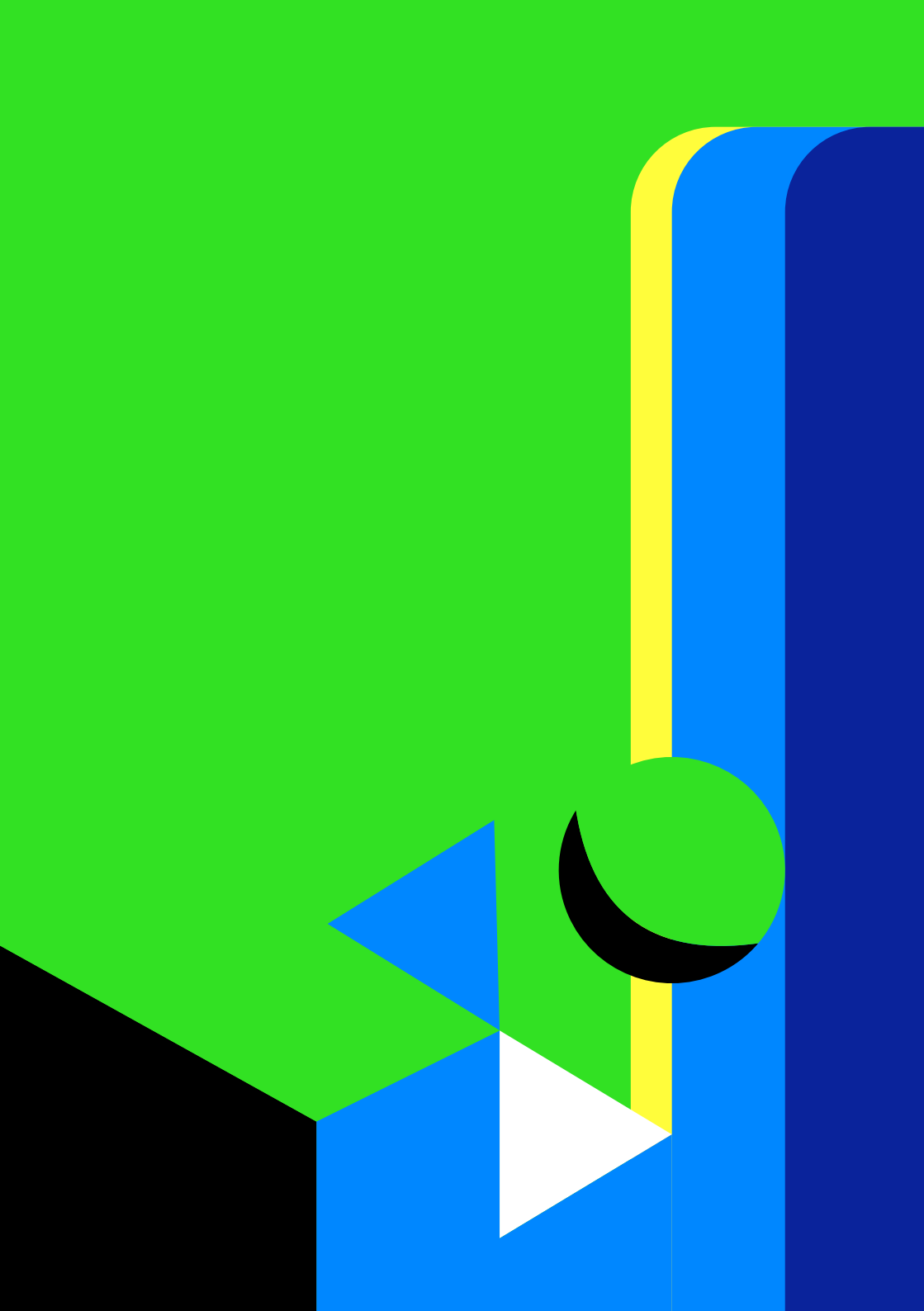
Patrícia Sato

Executive Manager

Brazil Games Export Program

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GAMESCOM | DEVCOM 2025

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We are a game development company looking for Publishers and/or Investors for our upcoming game TUNED TURTLE – an award-winning 2D platformer inspired by classic cartoons and 16-bit games, offering a humorous take on the Tortoise and the Hare fable.



TUNED TURTLE

Tuned Turtle is a wacky 2D platformer inspired by the Tortoise x Hare fable. Tune up your shell with mighty power-ups and cross the finish line before “Loko Rabbit”. You are the only hope to save a village in ruins from the hands of the greedy “Dirty Duke”.

PRESS KIT



Genres: Action, Platformer 2d, Adventure

Platforms: PC Steam

Game Release Date: TBA 2026

CONTACTS

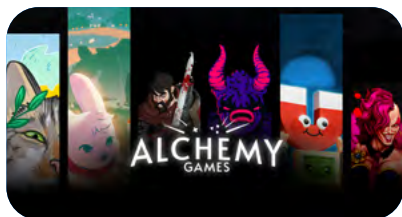
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Alchemy Games is a Publisher that aims to get more great indie games from around the world in the hands of more players around the world. We embrace indie games and offer an opportunity for them to reach more players in platforms where they are not present yet – and probably could not reach for any reason, financial or otherwise. Our porting expertise allows us to bring high quality and unique PC games into mainstream consoles like Nintendo Switch, Microsoft Xbox and Sony Playstation, creating a win-win-win-win situation: Players win: play great indie games on your platform of choice; Developers win: get new revenue streams with your titles Marketplaces win: high quality titles make their way to the store Alchemy wins: build a strong portfolio of awesome indie titles Founded by Industry veterans with decades of experience, Alchemy is on a mission to make consoles accessible to high quality indie games of all sizes.



PUBLISHING PC GAMES ON CONSOLES

Alchemy Games ports and publishes selected indie games from Steam to Xbox, Playstation and Switch at no cost for the developer – just revenue share on the platforms we port to.

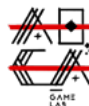
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www.alchemy.games



AOCA GAME LAB



Aoca Game Lab is a Brazilian game dev company founded in 2016. Since then we are focused on the development of ARIDA, a series of story-driven adventure games set in the 19th-century Brazilian backlands. The first game, ARIDA: Backland's Awakening, was released on PCs, Mobile and Consoles (300k copies sold). The second one, ARIDA II: Rise of the Brave, is under development.



ARIDA: BACKLAND'S AWAKENING

ARIDA: Backland's Awakening. A story of survival and adventure in the Brazilian backlands. Face the drought to explore the more arid regions, gather resources and discover clues about the fate of the young Cícera.

PRESS KIT



Genres: Adventure/Survival
Platforms: PC, Mobile and Consoles
Game Release Date: 08/2022



ARIDA II: RISE OF THE BRAVE

ARIDA II: Rise of the Brave. The continuation of a survival and adventure story in the Brazilian backlands. Overcome a long trip on foot and discover the paths to the land where the dreams dwell.

PRESS KIT



Genres: Adventure/Survival
Platforms: PC, Steam
Game Release Date: TBA

CONTACTS

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ARVORE IMMERSIVE EXPERIENCES

AR
VO
RE

Our vision is to reshape the future of entertainment through the power of next-generation immersive technology, spatial computing, and gaming.



Genres: Multiplayer

Platforms: META Quest

Game Release Date: Available on Early Access

CLAWBALL

Step into the paws of a feline athlete in Clawball – the ultimate VR multiplayer soccer game where the claws come out! Play in 3v3 soccer matches with fully customizable cats, each designed to bring a unique style to the field. Explore vibrant arenas, connect with other players in immersive hangout zones, and get ready to pounce into thrilling, high-energy gameplay. Whether you're a fan of soccer or just love virtual reality games with a twist, Clawball offers nonstop action that keeps you coming back for more!

PRESS KIT



CONTACTS

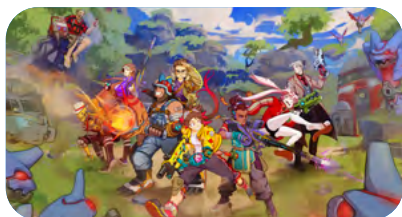
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BitCake Studio started back in 2013 a bunch of six unexpected folks teamed up to make games literally in another studio's kitchen. Fast forward a few years, and we're now a crew of over 35, all driven by the mission to connect people through the joy of gaming. We're pros when it comes to online multiplayer and have dabbled across many platforms, releasing games for PC, browsers, mobile, and consoles.



Genres: Action Roguelike, Third Person Shooter

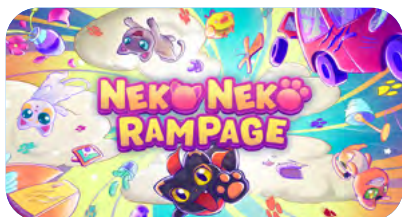
Platforms: Steam

Game Release Date: 11/2024

ATOMIC PICNIC

Atomic Picnic is a bullet heaven-inspired third-person roguelike shooter! Dive into adrenaline-fueled, high-octane arenas with up to four friends to fight hordes of monsters. Gain experience and upgrade your weapons and skills to create the best build possible to survive. Every Picnic is different, with upgrades that can radically change how you play.

PRESS KIT



Genres: Action

Platforms: Steam

Game Release Date: TBA

NEKO NEKO RAMPAGE

Neko Neko Rampage is a co-op action game in which a group of ragtag cats is trying to save the world, by making one huge mess at a time! Each player controls a rolling cat and has to work together with up to 3 other friends, to make the biggest destruction possible within the time limit.

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CANVAS INK GAMES



We are a game dev studio from Brazil with 10+ years experience focusing on creating titles with easy marketability. We do live ops of several games as a service, and we also provide consultancy for building live ops structures and data analysis. Meanwhile, we are developing our own titles and looking forward to finding publishing and distribution. We also act as a representative bizdev scouting for other brazilian studios from the southern Brazil region.



CANVAS INFERNUM

Canvas Infernum is a strategic tile-placement landscape builder where you craft a surreal Renaissance-inspired hell using real historical art. Seal pacts that shift gameplay dynamics, blending classic board game mechanics with roguelike elements and story-driven progression

Genres: Strategy, Tile Placement, Puzzle, Board Game, Roguelike

Platforms: Consoles, PC, Mobile

Game Release Date: 03/2026

PRESS KIT



CONTACT

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CLAP CLAP GAMES



Mobile games developer and publisher with 50M+ downloads. Our hyper/hybrid casual games have been published by mobile free to play industry giants like Voodoo and Kwalee. We aim at making attractive games with low acquisition costs. Our team tests hundreds of games per year with very high success rate. Lately we have been focusing on puzzle games. Clap Clap is also self publishing some of our titles, as well as partnering with publishers.



Genres: Arcade

Platforms: iOS, Android, Web

Game Release Date: 05/2023

BUILD YOUR ROCKET

Who doesn't want to reach for the sky? Speed and fly away by building your rocket! Build a rocket with power, fuel, and speed to make it the most powerful of all. Start and fly to the farthest planets and reach to end of the galaxy if you can! The higher you go with your rocket to different planets, the better you score and reach new levels. Beat your competition and fly to all planets before they do! The score goes up high as your rocket reaches new heights in the galaxy. Do you see Mars? Accelerate and score! Build your Rocket Features: - Build your own powerful rocket - Fuel and speed up - Reach different planets! - Unlock new levels

PRESS KIT



CONTACT

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www.clapclap.games



COFFEENAUTS



Coffeenauts is an award-winning indie game studio specialized in brewing highly-cafeinated original titles for PC and consoles. It is the creative team behind Spacelines from the Far Out, the cross-platform roguelike party game that became the first Brazilian student project to ever be released on Xbox Game Pass. The studio is currently developing its second original IP, Ghostless, a hybrid-genre 'hi-fi pixel art' survival colony sim. Currently looking for licensing and publishing partnerships for their titles.



Genres: Survival, Shooter, Sidescroller, Colony Sim, Crafting, Retrofuturistic, Post-apocalyptic, Pixel Graphics

Platforms: PC, consoles

Game Release Date: TBA

GHOSTLESS

Winner of the grand prize for Most Promising Game at Marché du Film's Ventana Sur 2023, Best Pitch at Gamescom Latam 2024 and part of the official indie selection at Gamescom Latam 2025. Ghostless is a 'hi-fi pixel art' survival action colony sim that blends the themes from Terminator with mechanics from Kingdom, Metroid and This War of Mine. Players take the role of a lone hero tasked with recruiting survivors, building resistance forces, and leading humanity's stand against AI while having to identify who's human and who's machine as android impostors work to sabotage the uprising from within. The game's unique art style merges retro-futuristic 2D pixel art with modern, physically-based 3D lighting and visual effects.

PRESS KIT



Genres: Roguelite, Party Game, Co-op, Online Multiplayer, Retrofuturistic

Platforms: PC, Xbox

Game Release Date: 06/2022

SPACELINES FROM THE FAR OUT

A cross-platform roguelike party game about airlines in space infused with 1960s quirky space-age futurism. Winner of GCA 2019's Best Casual Game and Most Promising IP, and nominated for Best Game at BIG Festival 2019, where it also won the People's Choice Award.

PRESS KIT



CONTACT

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www.coffeenauts.com



Your Creative Partner for Exceptional Art Outsourcing! Based in Brazil with a global reach. Cyan Heart Studio is a leading outsourcing studio specialized in delivering top-tier 3D, 2D, and tech art services. Our expert team offers a complete range of services, from concept development to the realization of complex projects. All with a focus on providing high-quality art and outsourcing solutions. With a proven track record, we take pride in our work and have contributed to the success of major companies such as Gearbox, Riot Forge, Digital Sun and many more. Our dedication to excellence and passion for what we do ensure that we deliver outstanding results. At Cyan Heart Studio, we understand that every project is unique. We tailor our services to meet your specific needs, ensuring a personalized and collaborative approach. Whether you require stunning character designs, immersive environments, or captivating visual effects, our team has the expertise to bring your vision to life. We believe in the power of dreams, and our mission is to transform your dreams into reality. Let Cyan Heart Studio be your creative partner on this exciting journey. You dream and we build!



ART OUTSOURCING

At our studio, we offer a wide range of services to meet your game art needs. From 3D environments to concept art and animations, our talented team is capable of delivering exceptional results. We bring a great experience from working on a diverse portfolio of projects, including big titles and casual mobile games. Our client list includes renowned companies such as Gearbox, Riot Forge, Microsoft, Histeria!, Curve Games, and many others!

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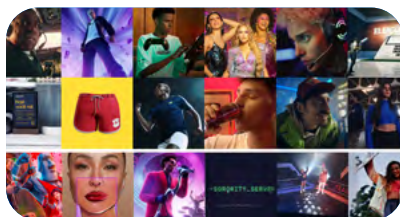
www.cyanheartstudio.com



DRUID CREATIVE GAMING



DRUID offers full-service agency solutions for publishers and non-endemic brands. DRUID has received several awards, including 7 MMA Smarties awards and 4 Effie awards in 2024, being recognized as Brazil's Independent Agency of the Year and one of the most effective agencies in Brazil. The agency works with major publishers such as Epic Games (Fortnite, Fall Guys, Rocket League), Supercell (Clash Royale, Boom Beach, Brawl Stars), Activision Blizzard (WOW, COD, Overwatch 2, Warzone), and EA (EAFC). They provide services including Public Relations, Marketing, Content, Influencer Management, Game Video Capture, and Media Buying. DRUID also enables top brands to establish their presence within games, with clients like Disney+, O Boticário, Google, Itaú, EstrelaBet, Coca-Cola, Samsung, Sanofi, and Claro. DRUID has over 150 gaming and marketing experts. They are experts in media buying, with over R\$100 million in media buying projected for 2025. They utilize various data and metrics tools for media and social, including exclusive agency subscriptions for gaming industry data on games, creators, and virtual activations. The leadership team combines agency and gaming experience. DRUID boasts a Creator Hub with proprietary data on over 2000 influencers, streamers, pro-players, and gaming personalities, helping to find, organize, hire, pay, analyze, and monitor creators. They are also the largest esports sponsorship trader, with over 22 deals in 4 years, working with entities like LOUD, Los Grandes, Itau, VCT, and EFG. DRUID connects games and brands to over 700 million gamers. They have offices in São Paulo, Brazil; Mumbai, India; and Mexico City, Mexico.



PUBLIC RELATIONS

DRUID handles public relations for major publishers, ensuring effective communication and brand positioning within the gaming industry.

MARKETING

DRUID provides comprehensive marketing strategies, helping both publishers and non-endemic brands reach their target audiences in the gaming space.

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www.druidcreative.gg



EXTRAORDINARY GAMES STUDIO



We are Extraordinary Games Studio, an independent Brazilian studio formed by enthusiasts of geek culture. We dedicate all our passion and energy to one intellectual property (IP) at a time! Our commitment is to create games with inclusive, diverse, and authentic content.

We are currently in the development of the game series *Midnight Dreams*, where all stories unfold in the minds of children who present some neurodivergent disorder. The first game is titled *Case Felipe*, followed by *Case Nina* and *Case Sofia*.

Not only do we aspire to create engaging games, but we also collaborate with partners to expand the *Midnight Dreams* series into other media, such as books and comics, to vividly portray the characters, their conflicts, and triumphs!

We draw inspiration from various sources, not only in games but also in cinema, TV series, books, music, and other expressions of pop culture. We believe that games represent a powerful way to tell stories, and that everyone deserves to be extraordinary!



Genres: Aventura, Exploration, Puzzle

Platforms: PC

Game Release Date: 03/2026

MIDNIGHT DREAMS

In *Midnight Dreams*, players embark on a mysterious journey inside Felipe's mind, a boy with a unique perspective of the world around him. Trapped in a dark nightmare within a space station on the brink of destruction, Felipe faces the unknown and his deepest fears as he uncovers hidden secrets and fights for freedom. With intriguing settings, an immersive narrative, and challenging puzzles, players are taken on an intense experience of self-discovery, overcoming obstacles, and unraveling mysteries. Immerse yourself in a disturbing experiment where the search for truth, freedom, and forgiveness intertwine, transcending the limits of dreams and imagination.

PRESS KIT

CONTACT

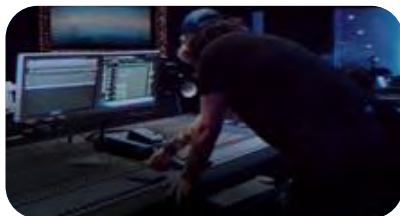
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“Floodoo” is a music and sound production house for video game developers. We collaborate with studios that truly consider music and sound as crucial elements in the player’s experience and seek experts in the art of Audio for Video Games. Through our work, we connect players with their deepest emotions while adding value to the game’s intellectual property, because that’s what great sound experiences bring to a video game.



AUDIO SERVICES FOR VIDEO GAMES

Impacting Users with Great Sound Experience

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gamescom latam is the official Latin American edition of gamescom, the world's largest gaming event. Held in São Paulo, Brazil, it's the gateway to the booming LATAM market—home to 355M+ players and growing 5.6% annually. Brazil, the region's largest market, ranks 10th globally with USD 2.7B in revenue and 1,000+ studios—93% developing original IPs. gamescom latam connects global publishers, investors, developers, and buyers with Latin America's most relevant players. The 2026 edition runs April 29–May 3, with a dedicated B2B program from April 29 to May 1. The event offers curated matchmaking, business opportunities, and insights on innovation, monetization, AI, and trends. With a mobile-first audience, strategic location, and favorable exchange rate, São Paulo is your ideal launchpad into Latin America. Whether you're scouting new IPs, publishing, investing, or expanding—gamescom latam is where global deals meet regional talent!



EVENT



MATCHMAKING



CONGRESS

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www.gamescom.com.br/en



Headsccon is more than just a festival — it is a comprehensive project designed to foster development, training programs, and events for the game industry and its entire value chain. Created in 2019, Headsccon held its first event in Brazil's capital. From 2023 to 2025, the project expanded its reach to the Amazon region, promoting a wide range of initiatives focused on training, visibility, and connection. This year, Headsccon reaches a new milestone by arriving in a thriving state located near Rio de Janeiro and São Paulo, further strengthening its national presence. The project promotes initiatives such as content production training, cosplay contests, competitive showcases, game development championships (Jams), e-sports tournaments, lectures, Govtech programs, and conversation circles that engage all key players to improve public policies in the creative economy and foster integration between industry and government. Held over three vibrant days, Headsccon transforms the city into a dynamic hub where technology, art, and entertainment merge to deliver immersive experiences that connect people, ideas, and territories. Attendees dive into esports competitions, creative marathons like Game Jam and Creathon, panels with industry experts, meet-and-greets, game showcases, workshops, and activities that bridge the diverse worlds of gaming, geek, and pop culture. With a strong focus on innovation, diversity, and empowering the local ecosystem, Headsccon is a space for creators, dreamers, and doers. Its training programs aim to develop skills, generate income, foster employability, and create new business opportunities. Headsccon is not just an event — it's a living platform for visibility, dialogue, learning, and opportunity. A space where talents emerge, networks thrive, and digital culture becomes a bridge to a more connected and sustainable future.



HEADSCON FESTIVAL

Headsccon is a festival that celebrates gaming culture, cosplay, and creativity as driving forces for formations, transformations, and meetings. It is a place where technology, art, and entertainment come together with purpose and care to create experiences that connect people, ideas, and territories. Over the course of three intense days, the city becomes a stage for e-sports championships, cosplay contests, creative marathons such as Game Jam and Creathon, panels with experts, meet-and-greets, game showcases, workshops, and interactive activities that bridge the different worlds of gamer, geek, and pop culture. With a carefully curated focus on innovation, diversity, and strengthening the local scene, Headsccon is a space for creators, dreamers, and makers. This is where talents emerge, networks expand, and digital culture becomes a path to the real future. More than just a festival, Headsccon is a living platform. The venue for listening, visibility, learning, and opportunities. A connection between people, wisdom, and trajectories that lives on beyond the event itself.



CONSULTING FOR INVESTMENT AND DEVELOPMENT IN THE BRAZILIAN GAMES INDUSTRY

Our service provides consulting for investments and funding to foster the games industry in Brazil, with a special focus on ESG projects and the creative potential of Amazonian and Brazilian culture. We facilitate funding for lectures, game development, publishing, project acceleration, brand presentations, organization of game jams, competitive game showcases, esports tournaments, research promotion, and engagement with government agencies, institutes, and associations.

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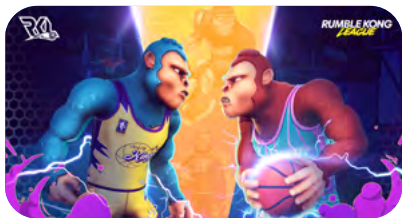
www.headsccon.com.br



HERMIT CRAB GAME STUDIO



Hermit Crab Game Studio started its journey designing, licensing, producing, and developing mobile games with the biggest football clubs in Europe like Arsenal, Benfica, Paris Saint-Germain, Manchester City, and the recently announced: Barcelona FC. In the last year, Hermit has been exploring and creating new experiences on Web3, like Rumble Kong League, the main goal of the newest projects is to bring well-known brands to start building branding awareness in different metaverses, like The Sandbox Game, Fortnite and Roblox. With a team of almost 100 people Hermit is working to build the future alongside its partners.



RUMBLE KONG LEAGUE – RKL

Rumble Kong League delivers lightning-fast 3v3 basketball action! Master special moves, customize your squad, and climb the ranks in high-energy arcade matches. With tight controls, flashy plays, and team strategy, this is streetball like you've never seen before. Ready to take it up a notch? Jump into 1v1 Duel Mode and earn coins by challenging real players online.

Genres: Sports – Arcade – Basketball
Platforms: Mobile
Game Release Date: 09/2025

PRESS KIT



SPORTIA

Welcome to Sportia, the ultimate all-sports playground! Compete in team favorites like soccer, basketball, and rugby, then dive into personal tests of skill—archery, surfing, skating, and athletics. Collect characters and build your perfect squad. With bright visuals, engaging arcade gameplay, and intuitive controls, Sportia truly delivers sports for everyone.

Genres: Sports – Arcade
Platforms: PC – Consoles
Game Release Date: 10/2026

PRESS KIT



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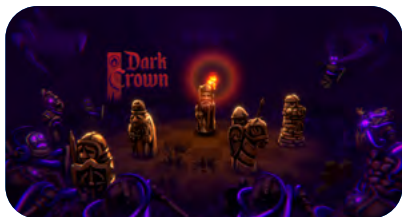
www.hermitcrabstudio.com



HYPER DIVE STUDIO



We have fun making games! Over 6 years of experience with game development. We've worked with PC, web, and in the last few years we've been focused on the mobile market with hypercasual games. At this moment, we're preparing to dive into more ambitious projects with our first PC premium game.



Genres: Dark Fantasy, Roguelite, Roguelike, Chesslike, Deckbuilder, Turn-based, Atmospheric, Strategy

Platforms: PC

Game Release Date: Late 2025

DARK CROWN

Reclaim your kingdom from the darkness! Gather your army and use powerful magics to defeat the forces of an evil that lurks in the shadows. Dark Crown is a chess-like roguelite deckbuilder inspired by Darkest Dungeon and Slay the Spire, where the player builds synergies between piece movements and magical abilities.

PRESS KIT



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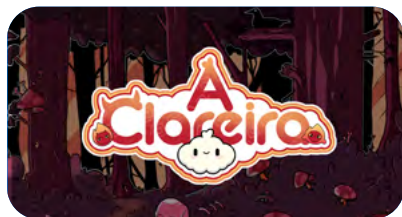
www.hyperdivestudio.com



ICEHEAD STUDIO



The IceHead Studio started as a personal project of game development when the main creator was having a hard time and got inspired by the Amazon wildfires to create A Clareira. Since then, the studio has grown as new people have entered the project and new projects have started to develop. At the moment, the studio is composed of 4 regular members and 5 occasional partners. A Clareira won the GameCon Acre Best game by the Professional Jury, allowing our team to officially release the game and go to both the GamesCom Latam in São Paulo and the GamesCom in Germany. We are currently in discussions with a publisher to expand the game and its presence across various platforms and formats, while we continue to work on new projects and concepts for the near future. Our main team is composed of women and non-binary people of various backgrounds, mostly LGBTQ+ with some sort of neurodiversity, so we use our personal experiences to make our games as accessible and inclusive as possible. Besides that, we have a psychology student member to make sure everyone can have the best experience playing IceHead Studio's games. One of our future projects, still in the concept phase, is a game specifically designed for the visually impaired.



Genres: Arcade, shoot'em up, indie
Platforms: Stream
Game Release Date: 04/2025

A CLAREIRA

Embark on an exciting and challenging journey alongside Claudinho, a brave little cloud with a single mission: to save the Amazon rainforest from the destruction caused by wildfires!

- Game completely created with care by local artists, using regional references in the creation of the illustrations;
- Simple gameplay with challenging stages, tested with audiences of different age groups to ensure a better experience for all players;
- Educational game full of environmental curiosities, aimed at raising awareness in a light and fun way; Have fun with this shoot'em up game for all ages and help Claudinho save our forest! Do you have what it takes?

[PRESS KIT](#)



Genres: Arcade Roguelike, casual, indie
Platforms: Stream
Game Release Date: 05/2026

CATS AND TOMBS

A Roguelike casual arcade filled with action and cuteness, where cats face possessed vegetables in wave battles! Defeat ghost carrots, zombie potatoes, witch apples and crying onions while unlock random abilities that will change your strategy at every level.

[PRESS KIT](#)

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Ilex Games is an indie studio based near Sao Paulo, Brazil. We have two lines of work. The first one is outsourcing art, programming, or game design as well as complete game development for third parties. In this line of work we have worked on 250+ projects so far, mostly educational minigames. Besides that, we have our one original IPs production pipeline with 8 titles so far. 3 of them are already available on Steam and 5 of them are under development or waiting for a publishing deal to finish production.



Genres: Puzzle Adventure

Platforms: PC via Steam, PS5, Xbox One, Nintendo Switch

Game Release Date: 2026

O.U.T.T.

O.U.T.T. is a 3D turn-based adventure game about parallel realities and time travel. In this 22nd-century version of São Paulo, technology has merged with concepts that would be considered magic in our time. You'll play as Flavia, the psy-scientist who created this technology that is now being used by a global corporation that is trying to control humanity. However, another revolutionary gadget can make all the difference.

PRESS KIT

CONTACTS

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Indie Hero is a company focused on the independent games industry, providing event production and curation services, coordination and direct matches between developers, investors and large companies, as well as acceleration processes for independent studios.



KNOWLEDGE TRACKS

Indie Hero, in partnership with companies like Sebrae, offers specialized courses and training for independent game studios. These learning tracks are designed to enhance technical and business skills, preparing developers for the challenges of the digital games market.

PERSONALIZED GAME JAMS

These tailored events are crafted to align with the unique objectives of each client. Whether the goal is to develop innovative solutions, promote a brand, or build a community, Indie Hero collaborates closely with organizers to design game jams that deliver meaningful outcomes.

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Izyplay is a veteran Brazilian Game Studio with more than 30 games published totaling more than 35 million downloads. Our team of more than 25 professionals is focused on Casual games for mobile, PC, and consoles, using diverse business models. Last, but not least, we have an exclusive Fortnite team working on interesting things at the moment.



Genres: Idle Arcade, Incremental Arcade
Platforms: Mobile (now), PC and Console (soon)
Game Release Date: 12/2024

IZA 'S SUPERMARKET

It's time to let your inner boss babe shine! Get ready to step into Iza's shoes and embark on an epic quest to conquer the supermarket world. As a hardworking gal with big dreams, Iza is determined to build an empire of fabulous markets. Upgrade your own little shop into a retail powerhouse, stocking it with the coolest groceries that'll make your customers go wild. Get ready to dazzle the world with your entrepreneurial skills and watch as your store becomes the go-to destination for savvy shoppers.

PRESS KIT



FORTNITE CREATIVES

Fortnite Creatives Development.



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We are an independent game development studio located in the heart of the Amazon rainforest, in Rio Branco, Acre, Brazil. As proud Acrean founders, we are passionate about creating unique and inclusive gaming experiences that reflect both our roots and our vision for the future. Our mobile games are currently available on Google Play and the Amazon Appstore, and we are working to expand to iOS via the Apple Store soon. In addition to our mobile titles, we have a PC game available in Early Access on Steam, with another one on the way. Our goal is to officially showcase both titles during the next Steam Next Fest, scheduled for June 2026. Accessibility is at the core of our design philosophy, with special attention to creating games that are friendly to players on the autism spectrum. We believe that games should be for everyone — fun, welcoming, and meaningful. From the depths of the Amazon to players around the world, we're building more than just games — we're sharing stories, values, and experiences shaped by the forest that surrounds us.



REFOREST

You've inherited a tired farm, but one brimming with potential. Restore, cultivate, explore, and transform what's left into something your own—in your own time, at your own pace. Clean the pond, plant where there used to be weeds, rebuild forgotten spaces, and discover, step by step, the beauty that still resides there.

Genres: Exploration Do What You Want
Interactive Fiction Educational Management
Nature Casual Simulation Player vs.
Environment (PvE) Rural Simulator 3D Cute
Third-Person Relaxing Linear Open World You
Decide Indie; Family Friendly

Platforms: PC

Game Release Date: 06/2026 – Steam Next Fest

CONTACTS

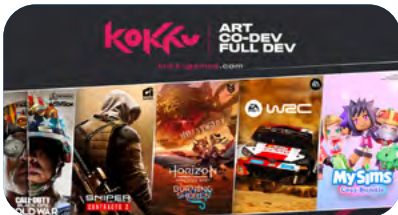
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Kokku stands as a premier provider of end-to-end creative development and Co-Development for AAA/AA projects, boasting a strong presence with offices in Europe and LatAm. Renowned for our collaborative approach, we specialise in delivering a diverse array of AAA/AA titles across platforms like Consoles, PC, and Mobile. Our esteemed partners include industry giants such as Activision, Guerrilla Games, Paradox, Samsung, Netflix, and many more.



CO-DEV & FULL DEV

Kokku offers comprehensive game development services, supporting projects at any stage, from concept to release. The studio works as an integrated extension of partner teams through co-development solutions such as DLC creation, offshoring, support teams, feature implementation, bug fixing, certification, and porting. For full development needs, Kokku provides end-to-end services including concept creation, prototyping, vertical slices, demos, and full-cycle production. All services are designed to ensure structure, scalability, and excellence across the entire development pipeline.

ART PRODUCTION & CREATIVE

Kokku delivers high-quality visual and creative solutions tailored to each game's identity. The team specializes in both realistic and stylized art - covering characters, props, and environments - and provides end-to-end creative support through UX/UI design, accessibility solutions, playtesting, and narrative design.

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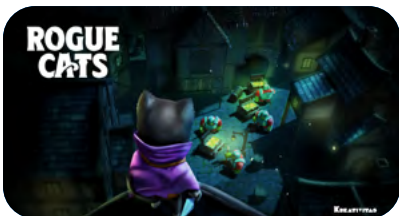
We create hyper-casual, hybrid casual and casual games with a mobile-first approach. We recently expanded our expertise by developing a new sector dedicated to premium PC games. Additionally, our work encompasses the development of custom Artificial Intelligence (AI) tools for websites and applications. Our values — diversity, continuous learning, data-driven, and passion for our work — are the foundation on which we build each project. Our commitment is to create experiences that not only entertain, but also inspire. We invite you to discover how our games and apps are making a difference, towards a more connected and diverse future.



Genres: Adult narrative simulator / Visual Novel / management / NSFW
Platforms: Mobile / PC (Steam) / WebGL
Game Release Date: Q4 2026

FORBIDDEN TOUCH

Forbidden Touch is an adult narrative game in which the player assumes the role of a sensual masseur who runs their own studio. The player must combine massage skills, emotional reading, and decision-making to build trust and develop unique relationships with each client. Obtain and use new skills and position cards to manage the clients' sensations and provide them with a special experience. The game balances eroticism, engaging narrative, and gameplay choices along with elements of social simulation and deck-building, providing a mature and interactive experience with high potential for audience engagement.



Genres: RTT Extraction
Platforms: PC steam
Game Release Date: 2026

ROGUE CATS

A tactical extraction game, where the player is a member of Rogue Cats guild in missions to conquer fame and fortune.



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NextFrame Studio is a game development studio specializing in creating original IPs and delivering high-quality outsourcing services for games and immersive experiences. Our team focuses on 3D stylized visuals, gameplay systems, and optimized performance across platforms. We offer full-cycle development, co-development, and art production for both games and VR/AR projects. With a strong technical foundation, we also provide tech art services to ensure efficient pipelines and optimized assets. Passionate about innovation, we craft games that blend creative storytelling with engaging mechanics, while also supporting other studios through reliable, scalable solutions. Whether building from scratch or enhancing existing projects, NextFrame Studio is your partner in bringing game ideas to life.



ENOAH'S QUEST

Enoah's Quest is a top-down adventure RPG, featuring a captivating narrative, stunning three-dimensional visuals, and electrifying gameplay, providing a memorable adventure and action experience.



Genres: Adventure, RPG, Action-Adventure, JRPG, 3D

Platforms: PC

Game Release Date: 11/2026

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Nuuvem is LATAM's leading hyper-local gaming platform connecting over 330+ publishers across PC, console, and mobile games to +35M players/month. We provide a curated shop for digital games as well as a one-stop shop solution for game studios and publishers looking to expand into Latin America. Nuuvem is also one of the leading publishers in LATAM with awesome titles in the region, supporting games throughout their development and launch lifecycles while expanding reach to audiences worldwide. For publishers looking to tap into the LATAM market, we also operate as co-publishers, providing regional expertise and strategic go-to-market support for major publishers like Cygames.



REGIONAL PUBLISHING

Nuuvem offers tailored solutions for global publishers aiming to penetrate the Latin American market. Our expertise helps bridge the gap between your games and millions of eager players in this region.

Local Expertise: We provide actionable insights into LATAM gaming trends and player behavior, empowering publishers to make strategic decisions that resonate with local audiences.

Cultural Localization: Our localization services ensure your game aligns with cultural nuances and preferences, boosting player engagement and satisfaction.

Tailored Marketing: We develop marketing campaigns tailored to the region, enhancing your game's visibility and driving player acquisition through effective use of local channels and influencers.

Regional Management: Focus on your global strategy and leave the LATAM platforms, communication, community and sales strategy to us.

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Founded in 2017 by filmmaker Julio Santi and psychoanalyst Marcela Bazaglia, Pepita is an audiovisual production company committed to exploring humanity through real stories. With a focus on humanizing brands and translating their essence, Pepita invests in multiplatform projects that aim to positively impact society. Pepita's expertise spans a wide range of productions, including videos, presentations, animations, games, documentaries, manifestos, and corporate training content for renowned brands such as Whirlpool, B3, Diageo, and Libbs. In the gaming field, Pepita develops institutional VR games to gamify employee training. In addition, for the past three years, the studio has been working on its main project: the 2D pixel art game Master Lemon: The Quest for Iceland, led by Julio. The game was born from the desire to honor a close friend who passed away and tells the story of Limão, a young polyglot who embarks on a journey of self-discovery through a fantastical archipelago threatened by a memory-devouring plague.



Genres: Adventure, RPG, Puzzle, Casual
Platforms: PC, Switch (1 & 2), Playstation (4 & 5), Xbox
Game Release Date: 11/2025

MASTER LEMON: THE QUEST FOR ICELAND

Master Lemon: The Quest for Iceland is a heartwarming pixel art adventure that invites players to embark on a journey of language, memory and self discovery. Inspired by real events, you play as Lemon, a polyglot with the dream of learning Icelandic, tasked with saving a distant land from a memory-devouring threat that endangers the world's linguistic heritage. This game, created by Julio Santi, is a tribute to André Lima, a vibrant adventurer whose passion for languages and cultures had no limits. Master Lemon celebrates his legacy and the lasting bond of friendship that transcends time and loss.

PRESS KIT



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We are a Brazilian company passionate about creating and developing projects that combine technology and entertainment. Our team is multitalented and our skills include storytelling, animation, design, mobile applications, advertising, film production and game developing. Let's do something great together!



Genres: Mobile online battle Royale
Platforms: Mobile
Game Release Date: 05/2026

KUKOOS PLANET

Kukoos Planet is a cutting-edge mobile online multiplayer game. As their official sport, Kukoos participate in matches, mixing action, strategy, and humor in a lighthearted, accessible competition featuring short rounds. Younger audiences can quickly play, as the game is easy to understand. Yet mastery can only be achieved with experience and strategy, bringing depth and long-term engagement.

EXTERNAL DEVELOPMENT FOR THIRD PARTIES

PRESS KIT

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Red Twig is a Brazilian game studio crafting original IPs and providing top-tier co-development for the global gaming industry. Blending technical expertise with creative vision, we transform complex challenges into meaningful experiences, both in our own games and as trusted partners. Born in Brazil's vibrant Northeast, we are driven to build culturally resonant, innovative games while helping shape a sustainable, thriving local industry. Red Twig is more than a service provider, we are a creative and strategic hub fueled by local talent and global ambition. Co-development is at the heart of what we do, but we go beyond traditional outsourcing. We collaborate closely with our partners, bringing fresh ideas and problem-solving to every project where play can unlock real value. We believe in growing together with our region and actively engage with local industry associations to strengthen Brazil's game development ecosystem. At Red Twig, we turn creativity and collaboration into impact, one game at a time.

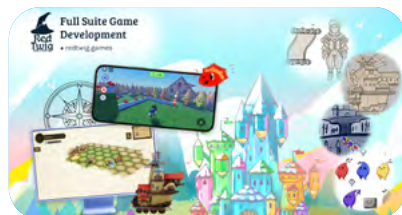


Genres: Management; Tactical RPG; Building; Strategy
Platforms: PC
Game Release Date: 03/2027

ROADS OF YBY

Roads of Yby combine Commerce Management and Tactical RPG to create a gameplay with emergent storytelling, strategic decision-making and deeply personal relations that guide the ambitions of players. The core gameplay is to build strong trading routes, fulfill contracts, recruit new Allies, help various settlements and put down your competition by any means necessary, playing your own game while civilizations struggle to conquer Yby! Your goal is to become the one and only Trading Company of Yby, shaping the destiny of the whole continent to make it happen.

PRESS KIT



FULL SUITE GAME DEVELOPMENT

From concept to post-launch, we deliver complete game projects for PC, mobile, and custom platforms, including prototypes, vertical slices, and full releases.

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Rocket Audio is a passionate team dedicated to audio and games. With over a decade-long partnership in video game localization, our management and audio production professionals have been actively involved in the gaming, educational, and promotional markets since the late 90s. We have successfully managed and produced over 250 video game localization projects, including AAA+ titles, as well as hundreds of educational audiobooks, advertising, and corporate pieces. Based in São Paulo, Brazil's major hub for video game localization, our state-of-the-art facility meets the highest market standards for professional audio production. Equipped with cutting-edge technology, we are ready to deliver top-quality results for your project. Our comprehensive services cover all aspects of voice production and video game localization, from translation and casting to production and audio post-production. We also handle educational language learning projects, promotional pieces and other voice-based projects. Rocket Audio prioritizes security, employing integrated systems and optimized service flows for each project. Let us make your project truly unique. Choose Rocket Audio for exceptional audio services that exceed your expectations.



TRANSLATION AND VOICE OVER PRODUCTION

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Developing the games industry through specialized consulting, training and qualification programs, sectoral research, commissioned studies, and science for policymaking.

GAMES INDUSTRY MATCHMAKING TOOL

Improving the connection between co-founders, investors with studios, and companies with collaborators, developing a novel algorithmic matchmaking system for the game development industry. With the support of the Collaborative Technologies Lab at Utrecht University, decoding the intricate science of team collaboration with an AI-powered, human-centered, and creative-friendly, tool.



SUPPORT FOR INSTITUTIONS AND POLICYMAKERS

Empower governments, institutions, and associations to enact effective, evidence-based policies supporting game creators. Savegame provides comprehensive support for policymaking, helping shape initiatives that foster a thriving gaming ecosystem. From crafting efficient actions to launching impactful programs, we work closely with stakeholders to ensure that policymaking aligns with the needs and aspirations of the gaming community.

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Split Studio is an award-winning animation and game development company with offices in Brazil, the U.S., and Canada. Since 2009, we've delivered high-quality content for global brands like Rick and Morty, Hello Kitty, and Cartoon Network. We specialize in original IPs, including narrative-driven games like Tekoha: A Tale Among the Stars, blending cultural richness with immersive gameplay. In addition to our own titles, we provide premium animation services and social media content production tailored specifically for the game industry, helping studios expand their universes, engage their communities, and elevate their storytelling. With creative vision, technical excellence, and global reach, we captivate audiences and empower partners worldwide.



ANIMATION SERVICES

At Split Studio, we craft high-quality 2D animation for the game industry, including opening cinematics, in-game cutscenes, and promotional content for social media. Our team blends narrative and visual design to enhance gameplay experiences and strengthen audience engagement. We've contributed to acclaimed titles like League of Legends, Teamfight Tactics, and Fae Farm, delivering animations that reflect each game's unique style and tone. Whether you're developing a new title or expanding an existing one, we help you communicate your story with clarity, artistry, and impact.



STRATEGIES AND CONTENT FOR SOCIAL MEDIA

The IP Lab is Split Studio's dedicated unit for creating content and engagement strategies tailored to game studios' social media channels. We help games grow beyond the screen, crafting content that builds fandoms, increases followers, encourages sharing, and nurtures vibrant communities. Whether you're launching a new title or deepening engagement with existing players, our team works closely with you to translate your game's world, tone, and lore into content that resonates. From eye-catching videos to storytelling-driven posts, we focus on platform-native content that drives real engagement. Studios like Riot Games and Sanrio have partnered with us to bring their IPs to life across social platforms, and we'd love to do the same for yours.

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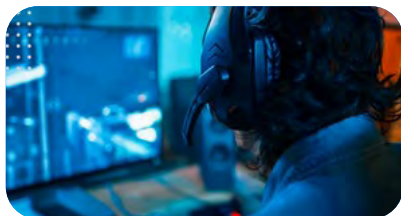
Founded in 2018, Theogames is a video games Communications and Content Creation agency for Brazil and Latin America (Spanish Speaking countries).

Our services include Public Relations, Social Media Management, Assets Creation & Localization, Community Management and Content Creation.

We help organizations –from indie developers to global industry leaders– tell their story and generate the most value from their projects in the region.

Our headquarter is in São Paulo (Brazil), and we also have members based in Mexico City (Mexico), Buenos Aires (Argentina) and Lima (Peru), securing our ability to offer the best reach for Brazil, Mexico and South America.

Until today, we had the honor to promote and launch over 80 products from amazing companies in Brazil and Latin America.



PUBLIC RELATIONS / INFLUENCER CAMPAIGNS / SOCIAL MEDIA MANAGEMENT / COMMUNITY MANAGEMENT

PRESS KIT

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Trexx is a one-stop-shop for engagement solutions in the gaming market.

We are your strategic partner to transform audience into community.

We create customized acquisition, engagement and monetization programs for companies and teams, combining loyalty, games and exclusive experiences.

THE COMPLETE SOLUTION FOR ENGAGEMENT IN THE GAMING MARKET

Engagement is not just likes and comments. Trexx creates experiences that bring brands, teams, and players closer together, generating real value for their communities.

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United Games is a Brazilian indie studio specializing in VR games and XR solutions. Our VR horror title *Fractured Sanity* combines an intense psychological atmosphere with challenging puzzles, while *Cards of Destiny*—selected as one of the 80 Indie Games at Tokyo Game Show 2023, nominated for Best Indie Game at BGS 2023, and nominated for Best XR Game at Gamescom Latam 2024—combines tabletop, real-time strategy, and puzzle mechanics into a unique VR experience. We also develop custom XR applications for businesses, creating VR/AR training, simulations, and interactive tools. Focused on functional, immersive design, we bridge entertainment and practical technology.



Genres: Puzzle, Survival Horror, VR
Platforms: Quest 3, PSVR2, Pico4, SteamVR
Game Release Date: 11/2025

FRACTURED SANITY VR REMASTER

Fractured Sanity is an immersive VR horror experience with puzzle elements. Waking up in the heart of an infamous mental asylum, you'll have to fend for your life as you slowly piece together the history of its terrible experiments. Will you reshape yourself into what they want you to become? Or will you be trapped forever? In this short but intense VR experience, interactive physics-based puzzles mixed with survival horror elements bring an immersive atmosphere of tension and relief.

PRESS KIT



Genres: Puzzle, Cards, Tabletop, VR
Platforms: Quest 2, Quest 3, PSVR2, Pico4, SteamVR
Game Release Date: 12/2025

CARDS OF DESTINY VR

Cards of Destiny is a VR puzzle game that brings the tabletop experience to a unique interactive environment! Turn your inner child into a god as you draw one-time-use cards that can save or condemn the tiny humans on your desk – and the aliens chasing them. Adapt to different levels and situations as your randomized deck, ticking clock and looming alien threats all keep you on your feet!

PRESS KIT



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WEBCORE GAMES



Webcore Games, a versatile game development studio based in Sao Paulo, Brazil, brings 20 years of experience to the table. We create engaging experiences for diverse platforms—from mobile and consoles to AR/VR and dedicated platforms like Roblox, Zepeto, Decentraland, Sandbox, and Fortnite. Our services encompass end-to-end game development, including work-for-hire, full development, feature development, co-production, and porting. We pride ourselves on our adaptability, offering tailored collaboration models for fixed-scope, milestone-based projects or ongoing support, with a favorable timezone fit. Our accomplishments include the first original Brazilian game released internationally on consoles, the first F2P game on PlayStation, 10M+ players, and two Best Brazilian Game Awards. Our robust core team of 60 and network of external resources allow us to scale quickly as needed. Licensed to all major console platforms and proficient in Unity and Unreal, we have the tools and talent to bring your vision to life.

WORK-FOR-HIRE GAME DEVELOPMENT AND CO-PRODUCTION

Work-for-hire Game Development and Co-production At Webcore Games, our Unity and Unreal certified teams are equipped to contribute to your project, whether it be through feature development, co-production, or complete game development. We cater to various platforms such as consoles, mobile, AR/VR, and open-world environments like Roblox, Zepeto, Fortnite, Decentraland, and Sandbox, holding licenses for all major platforms including Microsoft, Nintendo, and Sony. We employ Agile methodologies and work within an optimal time zone for projects based in the Americas or Europe. Our proficient English-speaking team is adept at working with fixed-scope or milestone-based projects, and providing ongoing support through monthly rates.

EXPERT GAME PORTING

As a proficient game porting team, we specialize in porting games using Unity and Unreal. We collaborate with developers and publishers to ensure that game porting is performed during project development, reducing surprises during the testing phase and platform submission. We have devkits for all major platforms: Microsoft, Nintendo, and Sony. Emphasizing on Agile methodologies, we operate within a timezone optimal for projects based in the Americas or Europe, and our English-speaking team ensures smooth communication throughout the project.

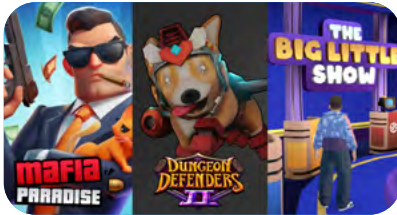
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Yellow Panda is a Brazilian game development studio specializing in premium outsourcing services for the games and interactive media industry. With over 8 years of experience and a team of 25+ experts, we deliver high-quality solutions across Art Production, Tech Art, QA, Tool Development, Game Design, Engineering, Porting, and LiveOps. We support partners at all stages of development—whether through co-development, technical support, or full-cycle production—ensuring smooth collaboration and on-time delivery. Our portfolio includes projects for leading studios such as Netflix, Meta, and Chromatic Games, and spans mobile, web, PC, XR, and console platforms.



EXTERNAL DEVELOPMENT

We offer flexible and reliable external development solutions tailored to support your team's needs—whether you require additional hands during peak production, long-term co-development, or support in specific disciplines. Our experienced developers, artists, and QA specialists integrate seamlessly into your workflow, adapting to your tools, pipelines, and communication style. From early prototyping to final polish, we help studios scale efficiently while maintaining high-quality standards.

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YourMom is a Full-Marketing and PR Agency. We help studios build communities, grow their social media presence, and expand their wishlists. Always focused on driving sales.

MARKETING FOR INDIE GAMES

We help studios build communities, grow their social media presence, and expand their wishlists. We also handle press & release, influencer management, and localization. Always focused on driving sales.

CONTACT

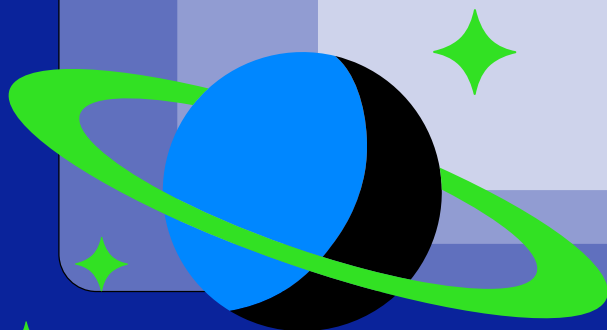
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EXPLORE, EXPORT, EXPAND.



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DEVELOPMENT,
INDUSTRY, TRADE
AND SERVICES

