



Nathaly Setareh Kalantar Cuellar

Nationality: Peruvian

Date of Birth: 11 Sep 2001

Gender: Female

Game Designer and Producer focused on projects with social, cultural, and educational impact. Graduated Cum Laude with First Class Honours from the University of Lima, with a strong foundation in both the technical and creative aspects of game development. Founder of Innerxia, a studio dedicated to innovations in XR and the democratization of access to games. Currently an Erasmus Mundus scholar in the international master's program REPLAY, where I continue to expand my expertise in game design and production.

CONTACT

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DIGITAL SKILLS

Adobe Suite

Adobe Photoshop (Expert) / Adobe Illustrator (Expert)
Adobe After Effects (Expert) / Adobe Premiere Pro (Expert)

3D Modeling & Animation

3Ds Max (Advanced) / Blender (Advanced)

Programming

Unity/C# (Intermediate) / Unreal Engine 5 (Intermediate)
HTML and CSS (Intermediate)

Design

Wordpress (Intermediate) / Figma (Intermediate) / Canva

Microsoft Office

Microsoft Word / Microsoft Powerpoint / Microsoft Excel

SOFT SKILLS

- Critical thinking
- Adaptability in dynamic environments
- Team collaboration & Time management
- Negotiation skills
- Organizational ability

LANGUAGES

Mother Tongue: Spanish

English

LISTENING C1 READING C1 WRITING C1
SPOKEN PRODUCTION C1 SPOKEN INTERACTION C1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

VOLUNTEERING

[1 Apr 2024 - Current] United States

"Girls Who Game" Mentor

- Organized by Dell, Microsoft & Intel program.
- 1:1 Mentor for the Virtual Summer Program for high school girls

[Jan 2021 - Dec 2021] Peru

Junior Achievement Communications Volunteer

- Coordinated the Communications team.
- Organized the 3rd edition of GATHER, the local networking event for young students.

PROFESSIONAL QUALIFICATIONS

REPLAY: European Joint Masters in Games

Universidade Lusófona, LUCA School of Arts, Aalto University [Sep 2025 - Current]

Cities and Countries: Lisbon (Portugal), Genk (Belgium), Helsinki (Finland) | Website: replaymasters.eu/

- Erasmus Mundus Scholarship Recipient

Communication bachelor, First Class Honours

University of Lima [1 Apr 2019 - 14 Feb 2024]

Address: Av. Javier Prado Este 4600, Santiago de Surco, 15023 Lima (Peru) | Field(s) of study: Communication

Website: www.ulima.edu.pe/en | Final grade: Cum Laude | Thesis: Peruvian Dance Video Game "Perú Party":

Development and Validation of an Initial Prototype

- Graduated Cum Laude with a perfect grade of 20.
- Awarded an official scholarship for maintaining the top academic position in the Faculty of Communication throughout all semesters.
- Recipient of the National Scholarship and Educational Loan Program (PRONABEC) "Continuity of Studies II" Scholarship (2020).

WORK EXPERIENCE

Teaching Assistant

University of Lima [1 Apr 2024 - 22 Aug 2025]

City: Lima | Country: Peru | Website: www.ulima.edu.pe/en | Business or sector: Education

- In charge of practical teaching in the following courses: Design Techniques, Digital Projects Workshop, Interactive Applications Workshop, Digital Animation Workshop, and Visual Identity.

Achievements:

- Advised and supervised over 100 student projects, including websites, brand manual designs, 3D character animations, mobile app prototypes, and advertising photomontages.
- Achieved an average score of 19.37 out of 20 in the Student Reference Evaluation.
- Completed the Teacher Training Workshop in Gamification with Artificial Intelligence with perfect grade.

Game designer & Assistant Producer

Mr. iO Games [5 Feb 2024 - 5 Feb -2025]

City: Lima | Country: Peru | Website: mriogames.com | Business or sector: Arts, entertainment and recreation

- Supervise the development of the mobile video game "Loonchies".
- Develop and maintain a Game Design Document (GDD), detailing all aspects of the game, such as mechanics, levels, progression system, and interface, to guide the development team.
- Collaborate with the Art and Programming teams to estimate costs and schedule work.
- Act as a liaison between the development team and external stakeholders.
- Plan marketing and commercialization strategies for the "Loonchies" video game.

Achievements:

- Designed 70% of the videogame mechanics that reached the final project.
- Spearheaded the production team for mobile tycoon video game "Loonchies".
- Crafted and executed social media strategies, improving engagement by 35%.

Communications Lead

Association of Peruvian Videogame Companies (CVA Peru) [8 Jan 2024 - 20 Aug 2025]

City: Lima | Country: Peru | Website: cva.pe | Business or sector: Arts, entertainment and recreation

- Support in communication management on CVA's digital channels (social media, website).
- Support in the planning of events, activities and training of other volunteers.

Achievements:

- Led a volunteer recruitment campaign through social media, coordinated interviews, and reviewed candidate profiles, successfully forming a team of 15 volunteers.
- Supported the 2024 Game Developers Conference (GDC) scholarship application process by creating engaging social media content and managing the database, resulting in over 200 applications.
- Assisted in pitching the "Patrimonio Game Jam" to the Peruvian Ministry of Culture by developing the event brochure and supporting documentation, setting the event date for early 2025.

PROGRAMS

[11 Aug 2025 – 21 Sep 2025]

IGDA Foundation Virtual Exchange Grantee

- Selected for the 2025 Virtual Exchange as an International Scholar.

[01 Jan 2025 – 28 July 2025]

"She Got Game" Program by Pro Helvetia and the Swiss Arts Council

- Scholarship to attend and showcase VR dance project at Gamescom 2025 as part of the Swiss Games delegation.

[24 Mar 2025 – 11 Apr 2025]

"Unreal Fellowship: Games" Program

- Selected for the 2025 Americas cohort for a 30-day intense learning experience for Unreal Engine.

[18 Mar 2024 – 22 Mar 2024]

"Get In The Game" Mentorship Program by Women In Games International

- Scholarship recipient to attend the Game Developers Conference 2024.
- Participated in workshops with female executive leaders from Google, Meta, Unity, Amazon Games, and Sony.
- Showcased my video game at the International Game Developers Association (IGDA) booth.

[8 Jan 2024 – 26 Apr 2024]

GEMA: Female Entrepreneurship Program

- Selected for the first cohort of GEMAS, a program by the Entrepreneurship Center of the Universidad de Lima
- Participated in workshops and 1-on-1 mentorship sessions focused on entrepreneurship and personal development.

[8 Dec 2023 – 28 Jun 2024]

Entrepreneurship Incubation Program 2024

- Selected for the "Seed" cohort of the "First Step" contest
- Received workshops and mentorship on entrepreneurship.

GAME JAMS

[28 Mar – 06 Apr 2025]

LAGS Game Jam 2025

Country: LATAM (Virtual) | Website: <https://itch.io/jam/lags-game-jam>

- Organized by Latin American Games Showcase.
- Top 10 and featured in the Summer Game Fest 2025.

[28 Mar – 01 Apr 2025]

The Muse in You Game Jam 2025

Country: Peru | Website: <https://itch.io/jam/muse-in-you>

- Organized by Women-led Games, Dames 4 Games and Black Girl Gamers.
- Winner of the game jam.

[7 Sep – 17 Sep 2024]

She Jams 2024

Country: Saudi Arabia (Virtual) | Website: www.gconevents.com/she-jams-2024

- Game Jam organized by GCON, in Saudi Arabia.
- Video game winner of **2nd place** and **Special Recognition** in "Innovation".

[26 Jan – 28 Jan 2024]

Global Game Jam 2024

Country: Peru (Lima Game Jam) | Website: <https://limagamejam.com/>

- Participated and developed a game in 48 hours as Game Designer and UI & UX Designer.

[20 Oct 2023 – 15 Jun 2024]

Game Jam+ 2023/2024

Country: Brazil | Website: gamejamplus.com

- Video game winner of **"Best LATAM game"**, **"Best educational game"** and **"Fun for Thought"**

AWARDS AND HONOURS

- Winner of **"InnovateHERs of Gameplay"** at the*gamehers Awards 2025
- Recipient of the **"New Face of Tech 2024"** scholarship by 1000Dreams Fund and HARMAN
- Recipient of the **Grants Program 3.0 and 4.0** by Latinxs In Gaming
- 2nd place at the Innovation Contest** of the Communications Faculty from the University of Lima
- 2nd place** and Special Recognition in **"Innovation"** at SheJams 2024
- Pre-selected for nomination at the **"Most Disruptive"** category for the **Women in Tech LATAM Awards 2024**
- Scholarship recipient for virtual attendance to devcom 2024
- Scholarship recipient for the **"Get in the Game GDC 2024"** program by Women in Games International
- Winner of three awards at Game Jam Plus 2023/2024: **"Best LATAM Game"**, **"Best Educational Game"**, and **"Fun for Thought"**

PUBLICATIONS

[2024]

Peruvian Dance Video Game "Perú Party": Development and Validation of an Initial Prototype

- Developed as part of my undergraduate thesis project, which allowed me to earn my Cum Laude distinction at the University of Lima.

Kalantar Cuellar, N. S. (2024). Peruvian Dance Video Game "Perú Party": Development and Validation of an Initial Prototype [Professional proficiency work to obtain the Bachelor's Degree in Communication, University of Lima]. Institutional Repository of the University of Lima.

[2024]

Transforming MEN'talities: The gender equality quest in video games

- Participated in a focus group organized by UNESCO and 8-one Foundation to provide expertise on gender equality and human rights in video games.

Malik, A. S., Nayyar, A., Sarlat, G., & Ben Saïd, L., 2024, Transforming MEN'talities: The gender equality quest in video games, UNESCO Report, pp.118,123.

CONFERENCES

[03 Jun 2025]

International Seminar on Technological Training (CATEC) by University of Tacna

- Organized annually by the Leadership team of students from the Engineering Faculty.
- Speaker at the talk "2D and 3D Game Development" with more than 200 attendees.

[23 Nov 2024]

Counterspell Hackathon/Game Jam

- Workshop facilitator & Mentor at Counterspell, a beginner-friendly game jam for high schoolers happening in 100+ cities simultaneously, organized by HackClub.
- Conducted a practical workshop introducing participants to basic game design principles.

[9 Aug 2024]

Taking Control: Video Game Development in Peru

- Speaker and panelist at the event organized by the Directorate of Audiovisual, Phonography, and New Media (DAFO) of the Peruvian Ministry of Culture.
- Spoke at the panel "Virtual Reality in Video Game Projects: The Experience of Perú Party" to a full-capacity audience.

COURSES

[Dec 2024 – Mar 2025]

Games Leadership® Blueprint Programme

- Scholarship awarded by Games Leadership Academy & Games Leadership Network

[May 2024]

UX and essential Accesibility in videogames

- Course by LinkedIn Learning

[Feb 2024]

Women in Leadership Workshop

- Course organized by Colectivo 23 & Innova Ulima.