



# Nathaly Setareh Kalantar Cuellar

**Location:** Belgium

**Date of Birth:** 11 Sep 2001

**Gender:** Female

**Game Designer and Producer** focused on projects with social, cultural, and educational impact. Graduated 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 Inmerxia, a studio dedicated to the democratization of access to games. Currently an Erasmus Mundus scholar in the international master's program REPLAY.

## CONTACT

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## DIGITAL SKILLS

### Adobe Suite

Photoshop / Illustrator / After Effects / Premiere Pro

### 3D Modeling & Animation

3Ds Max / Blender

### Programming

GitHub / Unity C# / Unreal Engine 5 / HTML and CSS

### Design

Wordpress / Figma

### Project Management

Notion / Trello / Slack / Google Workspace

## 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

[6 Nov 2025 - 7 Nov 2025] Portugal

### DevGAMM Lisbon Volunteer

- Helped the registration desk for Business attendees.

[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

## WORK EXPERIENCE

### Teaching Assistant

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

City: Lima | Country: Peru | Website: [www.ulima.edu.pe/en](http://www.ulima.edu.pe/en) | Business or sector: Education

- Taught practical sessions in courses such as Design Techniques, Digital Projects Workshop, Interactive Applications Workshop, and Digital Animation Workshop.
- Supervised and advised 100+ student projects including brand manuals, 3D character animations, and mobile app prototypes.
- Achieved an average score of 19.37 out of 20 in the Student Reference Evaluation.
- Completed the Teacher Training Workshop in Gamification with perfect grade.

### Game designer & Assistant Producer

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

City: Lima | Country: Peru | Website: [mriogames.com](http://mriogames.com) | Business or sector: Arts, entertainment and recreation

- Supervise the development of the mobile idle pet-care game "Loonchies".
- Developed and maintained the Game Design Document (GDD) defining gameplay, levels, and progression systems.
- Designed 70% of final mechanics and improved engagement by 35% through optimized marketing strategy.
- Crafted and executed social media strategies, improving engagement by 35%.
- Acted as liaison between developers and external stakeholders to ensure timely delivery.

### Communications Lead

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

City: Lima | Country: Peru | Website: [cva.pe](http://cva.pe) | Business or sector: Arts, entertainment and recreation

- Managed communication across CVA's social media and website, and supported event planning.
- Led a recruitment campaign that formed a 15-member volunteer team.
- Supported the 2024 GDC scholarship drive, managing 200+ applications through targeted content.
- Co-created the pitch and brochure for Patrimonio Game Jam, helping secure collaboration with Peru's Ministry of Culture.

## EDUCATION

### REPLAY: European Joint Masters in Games

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

Locations: Lisbon (Portugal), Genk (Belgium), Helsinki (Finland) | Website: [replaymasters.eu/](http://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 of study: Communication  
Website: [www.ulima.edu.pe/en](http://www.ulima.edu.pe/en) | Final grade: Cum Laude | Thesis: Peruvian Dance VR Game "Perú Party"

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

## PROGRAMS

[11 Aug 2025 – 21 Sep 2025]

### IGDA Foundation Virtual Exchange Grantee

- Selected as an International Scholar.

[01 Jan 2025 – 28 July 2025]

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

- Scholarship to 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 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.
- Showcased my video game at the International Game Developers Association (IGDA) booth.

[8 Jan 2024 – 26 Apr 2024]

### GEMA: Female Entrepreneurship Program

- 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

[18 Oct – 29 Oct 2025]

### She Jams 2025

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

- Video game winner of **2nd place** and **Special Recognition** in "Positive Change"

[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.

[20 Oct 2023 – 15 Jun 2024]

### Game Jam+ 2023/2024

Country: Brazil | Website: [gamejamplus.com](http://gamejamplus.com)

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

## AWARDS AND HONOURS

- 2nd place** and Special Recognition in "Positive Change" at SheJams 2025
- 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 a Virtual Reality Dance Game prototype in Unity as part of my undergraduate thesis.

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

- Speaker at the talk "2D and 3D Game Development" with more than 200 attendees.

[23 Nov 2024]

### Counterspell Hackathon/Game Jam by HackClub

- Conducted a practical workshop introducing participants to basic game design principles.

[9 Aug 2024]

### Taking Control: Video Game Development in Peru by 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.