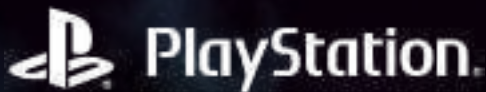






7 years of experience in video games development for Mobile, PC and Consoles

We are a licensed developer and self-publisher for all the 3 main console platforms:



Our projects have been winners of several colombian government contests through the years.

We have been finalists on 3 international contests.

Some of our projects have been showcased in several local and international events



About R-Next

R-Next is a Colombian video game studio passionate about experimenting and evolving game mechanics that we have always liked.

We have 7 years of experience Developing video games (for PC, web, mobile and consoles), VR mobile Experiences and Multimedia Interactive Apps, in 2018 we rebranded to R-Next since we were ready for the Next level!.

Also, we are official developers and publishers for Sony PlayStation, Nintendo Switch and Microsoft Xbox platforms which allows us to publish our own titles on those platforms!



Some of our projects have been finalists in 3 international competitions (2 in USA and 1 in LATAM) and we have been winners of 3 competitions held by the Ministry of Information Technologies (MinTIC) of the Colombian government focused on the development of video games.

And recently in 2019 and 2020 we have been winners of the Colombian government competition Crea Digital with Cell Scientists and Aniquilation! Which also have been selected as finalist for the Indie Prize in the Game Daily Connect USA 2019, and also in November 2019 we showcased our games in GAME ROME 2019.

Thanks to ProColombia we were also able to participate in the Tokyo Game Show 2020



R-Next's Staff

TEAM STRUCTURE

The team is divided into 7 main areas:

- Programming
- Art (2D/3D/Animation)
- Music
- Game Design & Monetization
- Production & Project Management
- QA
- Deployment/LiveOps



Pollito & Xiang Xiang
R-Next's Rockstars

Core Team

Roberto Ardila



CEO
Lead Programmer
Tech Director

13 years of experience in PC, Mobile, Web and Console Games (worked on 3 launched console titles through his career)

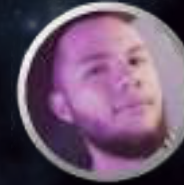
Ivonne Prado



Direction
and Production

5 years of experience in PC, Mobile and Web Games development, 3 years of teaching experience and leader of colombian videogame communities like Unity User Group

Cristian Garcia



2D Art
Character Designer
6 years of experience

Staff



Hassid Prado
QA Testing



Johon Pizarro
2D Art



Joseph García
Programmer



Paola Tejada
3D Art

R-Next Experience (WFH)

More than 30 WFH projects done!



Video Reel



https://youtu.be/_gsK-pfThoM

Additionally, what we offer?

- Software Development
- Interactive Multimedia Applications Development
- Mobile Video Games Development /Co-Production(iOS,Android)
- PC and Console Video Game Development/Co-Production (PS4,Xbox One, Nintendo Switch)
- VR Applications/Games Development (Oculus Go, Oculus Quest)
- AR Applications/Games Development
- Consulting
- Rapid Prototyping
- Mentoring/Tutoring
- Training and personalized workshops



OUR REEL: https://youtu.be/_gsK-pfThoM

Thank you!
Get in touch **with us!**

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Track 02

- 11:14 - 11:30 **Unity using Unreal as a 4th Engine**
- 12:11 - 12:30 **Transición de Realidad Virtual 3D para dispositivos de Realidad Virtual**
- 12:11 - 12:30 **Unreal Engine**

