

DOMINICAN

GAME DEVELOPMENT DOSSIER



**Studios, Talents &
Games from the
Dominican Republic**

300+
DEVELOPERS

GDC 2026

addv
Asociación Dominicana de Desarrolladores de Videojuegos

WHY **DOMINICAN** **REPUBLIC?**

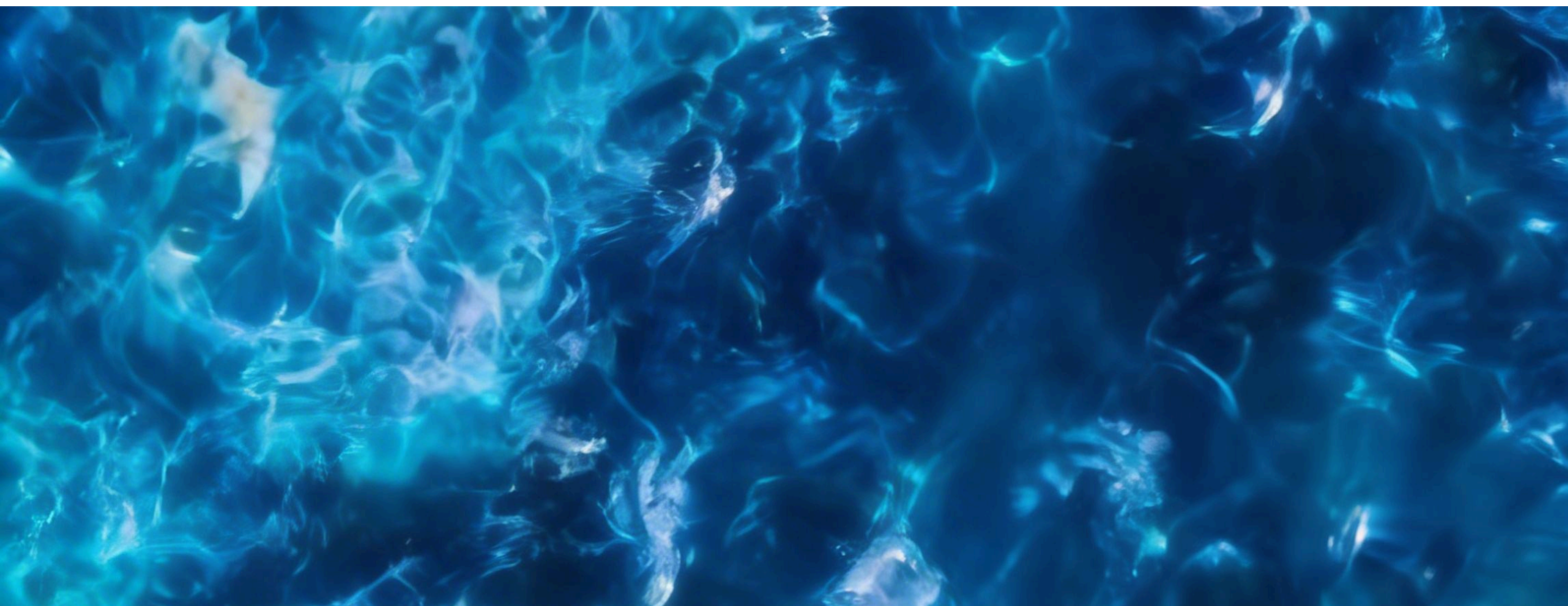
Creative Industry Hub

Bilingual Talent (ES / EN)

Timezone Aligned with US & LATAM

Growing Game Dev Community

Population: 300+ Developers



ABOUT ADDV

Dominican Video Games Developer Association

Uniting and supporting Game Developers
Industry Events and Training
International Representation

addv.do

@addvrd

info@addv.do



DOMINICAN GAMES STUDIOS

ENTYTEC



Name:	Entytec
Location:	Santo Domingo
Type:	Indie / Outsourcing
Team size:	6
Platforms:	   
Speciality:	Casual Web Games
Contact:	info@entytec.com

ABOUT US

Entytec is a game studio based in the Dominican Republic dedicated to crafting fun, meaningful, and visually striking interactive experiences.

From small prototypes to full releases, we focus on gameplay that inspires curiosity and sparks connection between players and creators.

We also collaborate with new talents through internships and partnerships, helping aspiring developers grow in the game industry.



DOMINICAN GAMES STUDIOS

RATIKA GAMES



Name:	Ratika Games
Location:	Santo Domingo, R.D.
Type:	Indie / Outsourcing
Team size:	5
Platforms:	  
Speciality:	Pixelart games
Contact:	Ratikagames@gmail.com

ABOUT US

Ratika games is an independent studio formed by a group of artists, making reachable and fun games for everyone using the nostalgic retro style but also innovating in new ways to play.



DOMINICAN GAMES STUDIOS

GALLA GAMES



Name:	Galla Games
Location:	Joliet, IL. United States
Type:	Independent Video Games Studio.
Team size:	Core Team: 2
Platforms:	Windows Xbox Nintendo
Speciality:	Adventure Games
Contact:	Contact@gallagames.com

ABOUT US

We are a small video game studio founded in Illinois, USA, in 2014 by two brothers, Paulo Lara and Pavel Lara. Developers of Kulebra and the Souls of Limbo.

We've been playing games for as long as we can remember. After a couple of years toying around with making small games back when we lived in the Dominican Republic, and inspired by the same ones we've enjoyed all those years, we started to work on creating Galla Games in 2012 to bring our ideas to reality.



DOMINICAN GAMES STUDIOS

PIXACROW

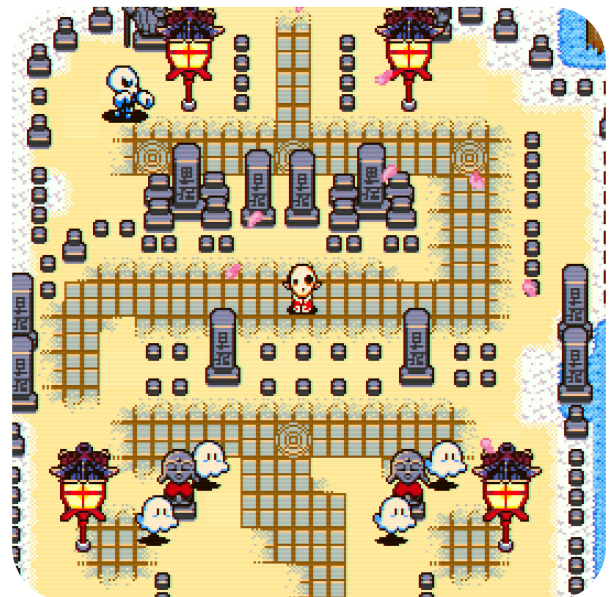


Name:	Pixacrow
Location:	Santo Domingo, R.D.
Type:	Indie 2D Studio and Publisher
Team size:	Core Team: 2
Platforms:	
Speciality:	2D Retro Pixel Art Games
Contact:	pixacrowgames@gmail.com x.com/pixacrow

ABOUT US

Pixel Art Computer Original Works or Pixacrow, is a humble indie studio and publisher from the Dominican Republic, founded by Tomi Arias in 2023.

Pixacrow is focused on bringing curated gaming experiences that feel genuine to the hands of players, we're not worried about modernity nuances, we want our games to feel unapologetically retro. Making a good game is always first.



DOMINICAN GAMES STUDIOS

CARIBE-ATOMIC



Name:	Caribe-Atomic
Location:	St. Domingo, R.D. / S. Carolina, USA
Type:	Indie 2D Studio and Publisher
Team size:	Core Team: 2
Platforms:	Android iOS Apple Windows
Speciality:	Action Games / Platformers
Contact:	info@CaribeAtomic.com

ABOUT US


Caribe-Atomic is a small independent game development studio with Latin American roots, based in the United States and the Dominican Republic. We make games with soul, inspired by our culture and traditions — while never forgetting the most important part: having fun.



DOMINICAN GAMES STUDIOS

NEURAL GAMES/ SOFTWARE SOLUTIONS

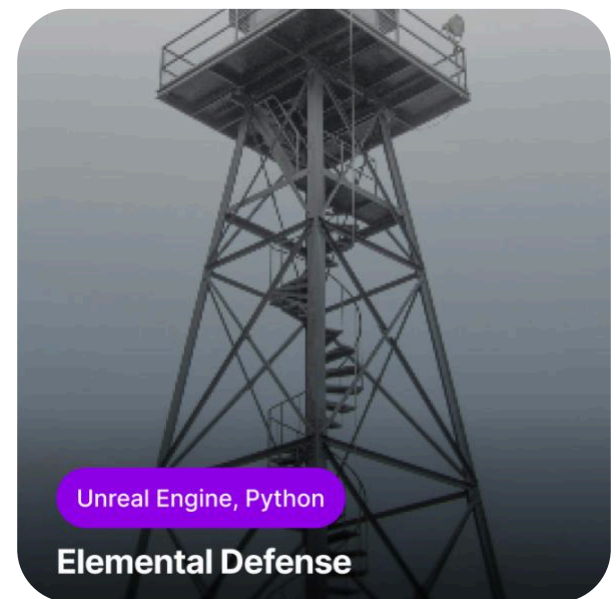
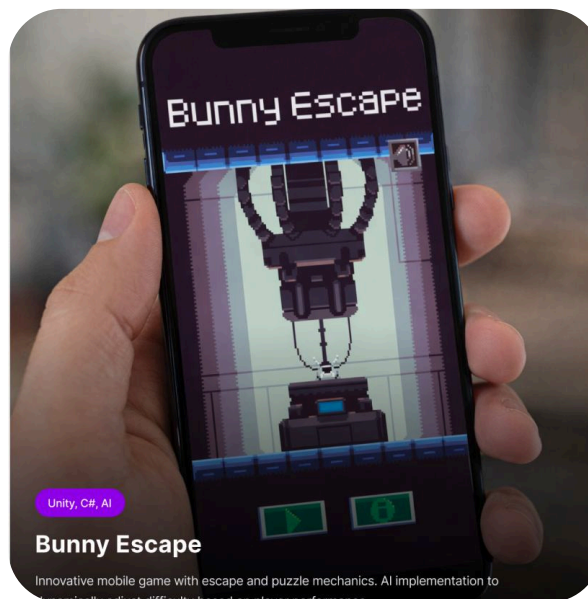
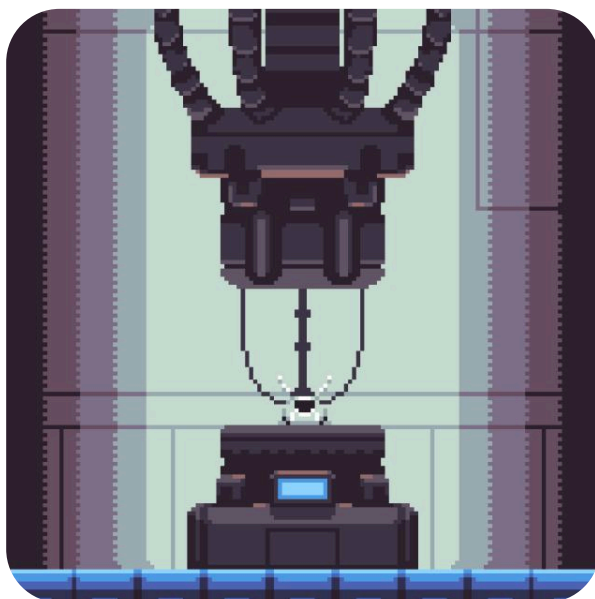


Name:	Neural Games/Software Solutions
Location:	St. Domingo, R.D.
Type:	Indie Studio
Team size:	25 members
Platforms:	  
Speciality:	Mobile and Desktop
Contact:	dhernandez@neural.com.do

ABOUT US

We are an independent game studio focused on developing creative and engaging interactive experiences. Our team works on original projects that aim to push gameplay, storytelling, and design in meaningful ways. We actively seek partnerships with studios, publishers, and investors who want to collaborate in building the next generation of games.

In addition to game development, we also develop software independently. We create digital tools and innovative solutions across different industries, applying our technical and creative expertise to build reliable, scalable, and impactful software products.



FEATURED TALENT

REYNARDO PEREZ



Name	Reynardo Perez
Role:	Games/Engines/Tools Programmer
Tools:	C#, C++, Unity3D, Custom engines.
Specialty:	Unity3D, Engine and tools programming
Contact:	reynardzperez@gmail.com
Links	https://reynarz.com

ABOUT REYNARDO

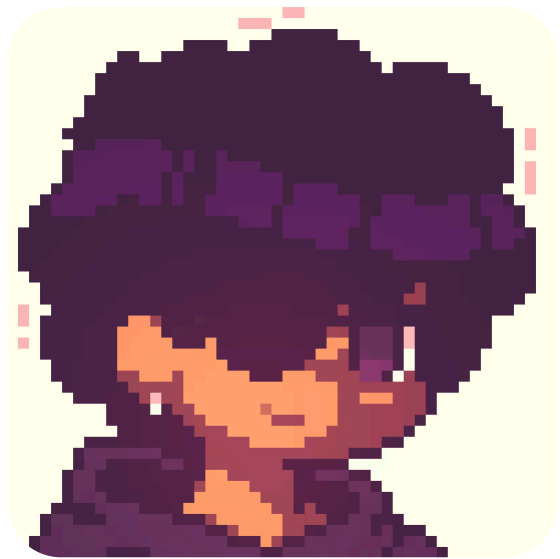
Senior Game Engineer with 7+ years of experience focused on Unity3D, custom game engines, and tools programming.

Specializes in building performant systems and improving development workflows through robust internal tools. Strong focus on gameplay, performance optimization, code quality, and scalable architecture. Passionate about engine-level development, and solving complex technical challenges.



FEATURED TALENT

JOSE UBALDO JAVIER



Name	José Ubaldo Javier
Role:	Game Artist, Animator
Tools:	Aseprite
Specialty:	Pixel Art, Sprites, Items, Tilesets
Contact:	snowhexart@gmail.com

ABOUT JOSÉ

Generalist pixel artist focused on clean and pleasant art, passionate about pixelated video games for as long as I can remember.

About five years ago, I decided to devote myself to pixel art, and during this time, I have been practicing all aspects of this technique with the goal of being able to create games from start to finish (creating everything from sprites to backgrounds). I have a little-known resource store on Itchio (with lots of assets) and have participated in the creation of small games. My plan is to enter the industry and become a developer, participating in both art design and game design.



FEATURED TALENT

LUIS DANIEL ESPINAL



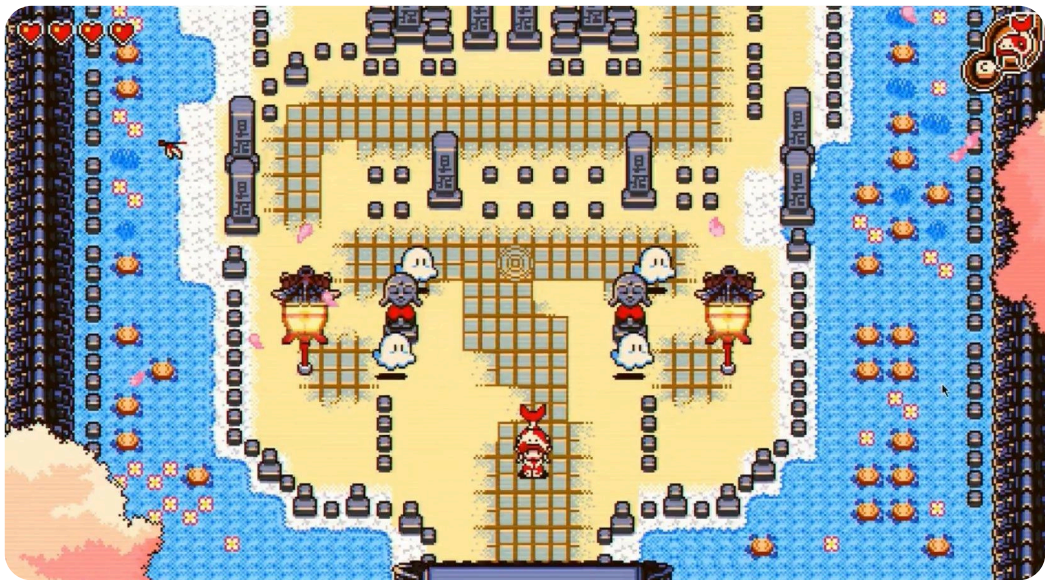
Name	Luis Daniel Espinal
Role:	Technical artist and FX
Tools:	Unity, Maya, C#, Substance
Specialty:	Mobile 3D optimization
Contact:	danielcf2996@gmail.com
Links	linkedin.com/luisdanielespinal/

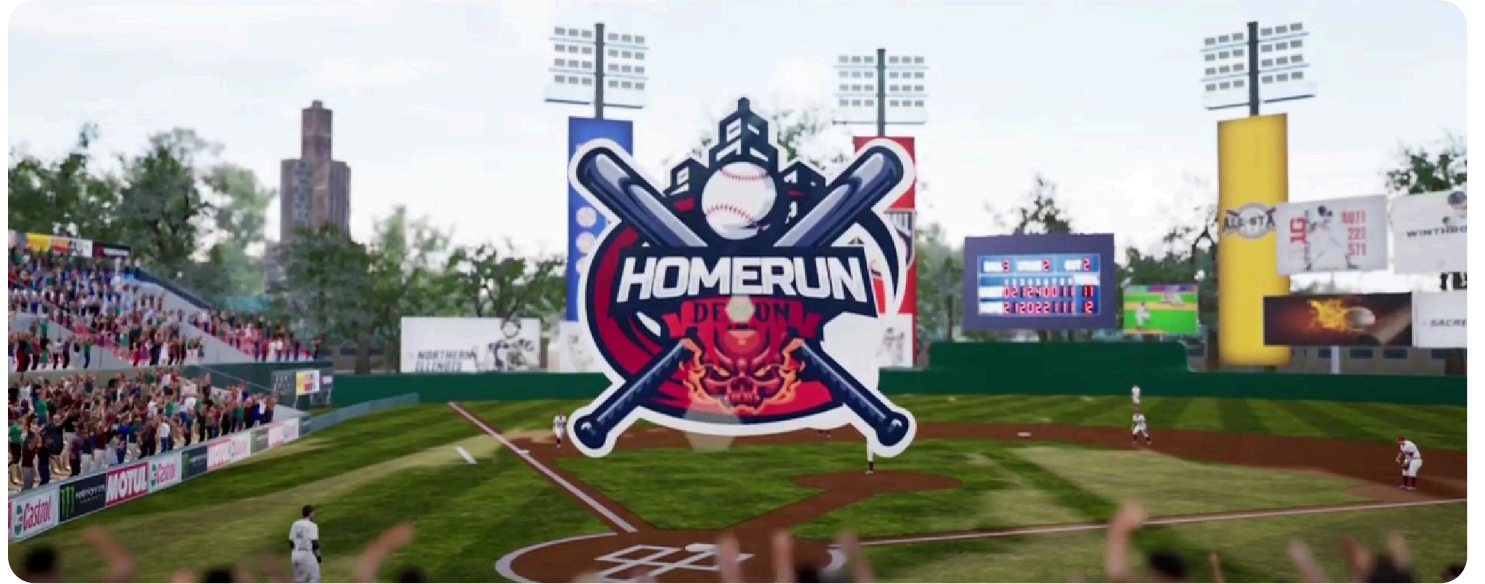
ABOUT DANIEL

I'm an Architect and game developer with a passion for design that transcends disciplines.

With over a decade of experience, I've worn various hats in the world of interactive applications. I've served as a game artist, technical artist, and programmer. My constant pursuit is optimizing performance, always seeking ways to gain that extra frame.







LET'S CONNECT!

WE ARE LOOKING FOR:



Publishing
Partners



Funding
Opportunities



Co-Development

Contact Us

✉ info@adv.org

🌐 adv.org

