

NICO VALDIVIA HENNIG

Curriculum Vitae

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RESEARCH AND TEACHING INTERESTS

Game Production | Media & Cultural Studies | Democratization of Media Production | Ludic Activism in the Global South | Indigenous Media Production | Indigenous Video Games in Latin America | Environmental Humanities | Latin American Studies | Community-Based Research-Creation

EDUCATION

Ph.D. in Spanish with a Designated Emphasis on Speculative Fiction and Cultures of Science 2026

University of California, Riverside.

Dissertation title: "From Absence to Co-Creation: Production, Collaboration, and Research-Creation in Indigenous Video Games in Latin America / Abya Yala."

Committee: Freya Schiwy (Co-Chair), Carlos Varón (Co-Chair), James Tobias, Ilya Brookwell & Iván Aguirre.

Field of research: Latin American Game Production, Indigenous Participation in Video Game Production, Ludic Activism, and Interactive Narratives from the Global South.

M.A. in Hispanic Studies 2022

University of California, Riverside. Hispanic Studies Department.

B.A. in Psychology 2012

Pontificia Universidad Católica de Valparaíso, Chile. College of Philosophy and Education.

WORK EXPERIENCE

Postdoctoral Researcher in Critical Design, Department of Cinema and Media Studies 2026 - Present

The University of Chicago, Chicago, IL

Manage the project grant, coordinate the research team, and lead game design work. Conduct interviews with game designers in the United States and China, and design and run critical design workshops in Chicago and Beijing.

Teaching Assistant & Associate Instructor 2020 - 2026

University of California, Riverside, CA

Teaching Assistant and Associate Instructor for Spanish Language & Culture courses at UCR, including grading, conducting discussion sessions, and providing individualized student support. Engaged with a diverse student body in academic and cultural topics, enhancing their language proficiency and cultural understanding.

Co-Founder & Creative Director 2015 - Present

Niebla Games, Chile

Co-founded and currently lead creative direction at Niebla Games, an award-winning independent studio specializing in the development of both board games and digital games for PC and mobile platforms. Oversee all stages of the design and production pipeline, including narrative development, game mechanics, and visual direction. Manage interdisciplinary teams, secure public and private funding, and coordinate international collaborations.

PUBLICATIONS

ACADEMIC PUBLICATIONS

Peer-Reviewed Articles, Works, and Essays

- Valdivia Hennig, N. (Accepted and forthcoming). Where is the Forest? Indigenous-Futuristic Tensions and Representations of Nature in Mulaka and Aztech: Forgotten Gods. In Ann De Leon, Ashlee Bird, Naithan Lagace, and Wendi Sierra (Eds.), *Indigenous Peoples in/and Video Games*. De Gruyter Oldenbourg.
- Valdivia Hennig, N. & Grez, A. (Accepted and forthcoming). Consolidation and Fissures: Neoliberal Infrastructures of Play and Game Production in Chile. In Gregor White & Darshana Jayemanne (Eds.), *Video Games: Creative Clusters in Context*. Routledge.
- Valdivia Hennig, N. & Grez, A. (2026). En Correspondencia Lúdica: juegos de mesa como campo cultural y una aproximación de juego para comprender la cultura [In Ludic Correspondence: Board Games as a Cultural Field and Play as an Approach to Understanding Culture]. In Rox López-Insinilla (Ed.), *Se Juega en Chile: Historia, industria y cultura del juego de mesa nacional* [Played in Chile: History, Industry, and Culture of Chilean Board Games]. La Caja Lúdica.
- Valdivia Hennig, N. (2025). Resonating Histories: Guaman Poma and Machiavelli in Pixel Art. *Interactive Film & Media Journal*, 5(1-2).
- Valdivia Hennig, N. (2025). Research-Creation Using Open Source Tools: Playing the Archive in Hawk & Puma. *Open Research and Creative Activities Forum*, 1(1).
- Poveda Yáñez, M. & Valdivia Hennig, N. (2024). Reversing the Archive or How Humans Started Archiving Dances from Machines. *Conceição / Conception*, Special Issue on *Algo-Rhythms: New Directions for Performative Documentation*, 13(00).
 - “Invirtiendo el archivo o de cómo los humanos empezaron a archivar las danzas de las máquinas” [Spanish translation]. (2024).
 - “Revertendo o arquivo ou como os humanos começaram a arquivar danças a partir de máquinas” [Portuguese translation]. (2024).
- Valdivia Hennig, N. (2024). Production Dynamics in Indigenous Latin American Games: From, With or About. Abstract Proceedings of *DiGRA 2024 Conference: Playgrounds*.
- Valdivia Hennig, N. (2024). Juego y Cultura en Latinoamérica: La Pelota [Play and Culture in Latin America: The Ball]. In Claudia Holguín Mendoza, Jorge N. Leal, and Julie M. Weise (Eds.), *Teach in Spanglish*. Peer-reviewed, open-source thematic unit designed for teaching Spanish.
- Carrasco, A., et al. & Valdivia Hennig, N. (2016). Concepciones de infancia en una escuela con altos índices de violencia escolar de estudiantes a profesores [Conceptions of Infancy in a School with High Rates of Student-to-Teacher Violence]. *Revista Latinoamericana de Ciencias Sociales, Niñez y Juventud*, 14(2).
- Valdivia Hennig, N. (2011). El Circo, La Vida en Movimiento [The Circus, Life in Movement]. *Revista Chilena de Antropología Visual*, 17. Peer-reviewed video essay based on ethnographic work in a Chilean circus, involving eight months of visits and three weeks of participant observation, living, working, and traveling with them across southern Chile.

Editing Contributions

- Berho, M. & Valdivia Hennig, N. (Eds.). (2012). *Actas del 1er Congreso Nacional de Ciencias Sociales y Educación* [Proceedings of the 1st National Congress of Social Sciences and Education]. Universidad de Chile Press.

In Development

- Valdivia Hennig, N. (Ed.). (Forthcoming, 2026). *Research-Creation and Digital Games: Methodological Approaches from Latin America*. Volume collecting research-creation experiences in Latin America, featuring projects such as Atuel (Pablo Quarta, Argentina), Yaopan (Margarita Cossich & Antonio Jaramillo, Guatemala & Colombia), Ominira (Thaïi Xavier, Brazil), and Hawk & Puma (Nicolás Valdivia Hennig, Chile).

VIDEO GAMES

- *Treasure Hunt at The Cheech* [Game Designer & Developer]. A browser-based treasure hunt developed with Río Junto Art Collective for the Chicano Camera Culture exhibition at The Cheech. Visitors scan a QR code and match 24 close-up details to artworks in the galleries, creating an interactive encounter with the museum's exhibition through observation, exploration, and group play. No installation required.
- *Causa: Into the Dusk* [Game Director]. A unique collective card game for PC, offering fresh gameplay mechanics about power in a fictional society. Available on [Google Play](#). 2026.
- *Hawk and Puma* [Game Director, Visual Artist, Writer, and Music Composer]. A critically acclaimed video game about Guaman Poma, the remarkable Indigenous chronicler of the Andes. Made with Bitsy for browsers. Available for free on [itch.io](#). 2024.
- *Wildfire Chile 2024* [Game Director, Visual Artist, and Music Composer]. A microgame designed to raise funds and awareness for wildfire victims in Valparaíso, Chile, while highlighting issues of global warming and environmentalist prosecution. Browser-free, available on [itch.io](#). 2024.
- *Cuddle Quest* [Game Director]. Formerly known as Cuteland. A cute merge puzzle game for mobile devices about restoring the ecological balance in a magical world. Available on iOS and Android. Soft-launched in certain regions. 2024.
- *Dreamhealer* [Game Director]. A game about a young healer (curandera) conducting spiritual journeys to heal her community through dreams and weaving. For PC & consoles (in development).
- *Causa, Voices of the Dusk* [Game Director]. A unique collective card game for PC, offering fresh gameplay mechanics about power in a fictional society. Available on PC Steam. 2021.
- *Astral Shot* [Game Director]. A brick-breaker game for mobile devices that allows players to explore pretty constellations. Available in certain regions on iOS and Android. 2021.

BOARD GAMES

- *Chronicles of the Uprising* [Collaborator in Research and Illustration]. A board game about the social uprising in Chile in 2019. Edited and developed by Fractal Juegos. Chile. 2019 - 2020.
- *Hegemony, Shadows of Power* [Game Director]. A game about shifting alliances and politics in a fantasy world. Recipient of the Chile Design Fund, Ministry of Cultures, Arts and Heritage. 2019.
- *Careta* [Game Director]. A bluffing party card game inspired by traditional games of South America. Developed from a fictional game in the setting of *Voices of the Dusk*. Chile. 2017.
- *Guardians of Chile* [Game Director]. An educational game about the protection of biodiversity in Chile made for the Festival of Sciences, Ministry of Science, Technology, Knowledge and Innovation. Chile. 2017.

AWARDS & RECOGNITIONS

ACADEMIC AWARDS & FELLOWSHIPS

- **Strategic Research Initiatives Fund (SRIF-Pool B Bridge)** [Collaborator]. Pilot year of the research project *From Codex to Console: Aztecs in Video Games*. Principal Investigator: Ann De Leon. University of Alberta. Alberta, Canada. 2026 - 2027. Amount: CAD \$50,000 (total project award).
- **Dissertation Program Award**. UC Riverside. Riverside, CA, USA. 2026 - 2027. Amount: \$11,500 per quarter (declined).
- **Graduate Student Dissertation Grant**. University of California Humanities Research Institute (UCHRI). CA, USA. 2025 - 2026. Amount: \$1,000.
- **Distinguished Teaching Award (Honorable Mention)**. Campus-wide recognition for excellence in teaching. Graduate Division, UC Riverside. Riverside, CA, USA. 2025.
- **University Teaching Certificate**. UC Riverside. Riverside, CA, USA. 2025.
- **3rd Place at UCR Grad Slam**. A research communication competition. UC Riverside. Riverside, CA, USA. 2025. Amount: \$1,000.

- **Audience's Choice Award at CHASS UCR Grad Slam.** A research communication competition. College of Humanities, Arts, and Social Sciences. UC Riverside. Riverside, CA, USA. 2025.
- **Conference Award.** Grant to organize larger-scale, public-facing research presentations and conferences. Center for Ideas and Society, UC Riverside. Riverside, CA, USA. 2025. Amount: \$5,000.
- **Humanities Graduate Student Research Grant.** Center for Ideas and Society, UC Riverside, CA. 2025. Amount: \$625.
- **2nd Place at ORCA.** Open Research and Creative Activities Competition (ORCA), Orbach Science Library, UC Riverside. Riverside, CA, USA. 2025.
- **Summer Research Grant.** Hispanic Studies, UC Riverside. Riverside, CA. 2025. Amount: \$550.
- **Speculative Play and Just Futurities Fellowship.** An academic and artistic fellowship for research-creation. Indiana University, Indianapolis, supported by the Mellon Foundation. Indianapolis, IN. 2024 - 2025. Amount: \$5,000.
- **Barricelli Memorial Award for Interdisciplinary Research.** Comparative Literature and Languages. UC Riverside. Riverside, CA. 2024 - 2025. Amount: \$9,000.
- **Health Humanities and Disability Justice Fellowship.** Health Humanities and Disability Justice (HHDJ) Lab, UC Riverside, CA. 2024 - 2025. Amount: \$2,000.
- **Gluck Fellows Program of the Arts.** Gluck Foundation and UC Riverside, CA. 2024 - 2025. Amount: \$5,000.
- **Humanities Graduate Student Research Grant.** Center for Ideas and Society, UC Riverside, CA. 2024. Amount: \$1,500.
- **Summer Research Grant.** Hispanic Studies, UC Riverside, CA. 2024. Amount: \$550.
- **Gluck Fellows Program of the Arts.** Gluck Foundation and UC Riverside, CA. 2023 - 2024. Amount: \$5,000.
- **Summer Research Grant.** Hispanic Studies, UC Riverside, CA. 2023. Amount: \$1,500.
- **Gluck Fellows Program of the Arts.** Gluck Foundation and UC Riverside, CA. 2022 - 2023. Amount: \$5,000.
- **Dean's Distinguished Fellowship Award.** UC Riverside, CA. 2020.
- **Pacific Alliance Youth Fellowship.** Pacific Alliance / Nestlé. Mexico City, Mexico. 2019.
- **Azul Award for Student Creativity.** Welfare Directorate of the University of Chile. Recipients Maureen Berho & Nico Valdivia Hennig. 2012. Amount: \$1,500.
- **Student Initiatives Fund - CONFIA.** Student Affairs Office, Pontificia Universidad Católica de Valparaíso. Valparaíso, Chile. 2010. Amount: \$400.
- **Rubén Castro Honorary Scholarship for the Highest Regional Score** in the National University Selection Test in History & Social Sciences. Pontificia Universidad Católica de Valparaíso, Chile. 2008.

GAME AWARDS

- **Awardee: Draknek New Voices Puzzle Grant** [Dreamhealer]. Grant supporting innovative puzzle design, with one year of professional mentorship. Draknek & Friends. 2025. Amount: \$15,000 USD.
- **Nominee: Explorer Award** [Hawk & Puma]. AMaze / Berlin, Arthouse Games & Playful Media Festival. Berlin, Germany. 2024.
- **Nominee: BIG Impact: Social Matters** [Hawk & Puma]. Gamescom Latam / BIG Festival. São Paulo, Brazil. 2024.
- **Nominee: BIG Impact: Best Diversity Game** [Hawk & Puma]. Gamescom Latam / BIG Festival. São Paulo, Brazil. 2024.
- **Nominee: Best Audio** [Cuteland]. EVA Awards. Buenos Aires, Argentina. 2023.
- **Nominee: Best Mobile** [Cuteland]. EVA Awards. Buenos Aires, Argentina. 2023.
- **Indie Games Accelerator, Google Play** [Cuteland]. Three-month training program for high-potential indie game studios. USA & Singapore. 2022.
- **Honorable Mention: Games For Change** [Cuteland]. G4C. USA. 2022.
- **Best Chilean Videogame Studio** [Niebla Games]. Old Spice Hall of Fame. Santiago, Chile. 2021.
- **Best Game Design** [Cuteland]. EVA Awards. Córdoba, Argentina. 2019.
- **Best Multiplayer** [Causa]. Indie Playground. DreamHack Summer. Jönköping, Sweden. 2019.
- **Best Game** [Cuteland]. Deconstruction Workshop. White Nights. St. Petersburg, Russia. 2019.
- **1st Place: Game Pitch Championship** [Cuteland]. DreamHack Summer. Jönköping, Sweden. 2019.
- **Nominee: Indie Prize** [Cuteland]. Casual Connect. London, UK. 2019.

- **Nominee: Best Indie Game** [Cuteland]. Digital Dragons. Krakow, Poland. 2019.
- **2nd Place: Big Indie Pitch** [Causa]. Gamescom. Cologne, Germany. 2018.
- **3rd Place: Big Indie Pitch** [Cuteland]. ChinaJoy. Shanghai, China. 2018.
- **3rd Place: Creative Business Cup** [Causa]. Santiago, Chile. 2015.
- **Best Pitch** [Niebla Games]. Balmacena Arte Joven. Valparaíso, Chile. 2015.

PUBLIC & PRIVATE FUNDS OBTAINED

- **Google Indie Games Fund** [Causa]: Google Play. USA & Brazil. 2025. Amount: \$200,000.
- **Audiovisual Fund** [Dreamhealer]: Ministry of Cultures, Arts and Heritage. Chile. 2024. Amount: \$50,000.
- **Audiovisual Production Fund** [Dreamhealer]: Ministry of Cultures, Arts and Heritage. Chile. 2024. Amount: \$20,000.
- **Audiovisual Fund** [Dreamhealer]: Ministry of Cultures, Arts and Heritage. Chile. 2021. Amount: \$25,000.
- **Audiovisual Unitary Projects Fund** [Dreamhealer]: CORFO. Chile. 2018. Amount: \$20,000.
- **Audiovisual Fund** [Causa]: Ministry of Cultures, Arts and Heritage. Chile. 2018. Amount: \$20,000.
- **Audiovisual Distribution Fund** [Causa]: Chilean Economic Development Agency. Chile. 2018. Amount: \$15,000.
- **National Design Fund** [Hegemony]: Ministry of Cultures, Arts and Heritage. Chile. 2017. Amount: \$25,000.
- **Audiovisual Submit** [Cuteland]: Chilean Economic Development Agency. Chile. 2017. Amount: \$25,000.
- **Audiovisual Fund** [Causa]: Ministry of Cultures, Arts and Heritage. Chile. 2017. Amount: \$20,000.
- **Regional Program for Entrepreneurship Support** [Causa]: Chilean Economic Development Agency. Chile. 2016. Amount: \$25,000.
- **Business Idea** [Causa]: SERCOTEC, Ministry for the Economy, Development, and Tourism. Chile. 2013. Amount: \$7,000.

OFFICIAL SELECTIONS & EXHIBITS

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|---|---|
| • Royal Danish Library Selection. Culture Night in Copenhagen [Hawk & Puma]. Online. 2026. | • INDIGO. Dutch Game Garden [Causa]. Netherlands. Online. 2020. |
| • Now Play This [Hawk & Puma]. London, UK. 2025. | • Indie Live Expo [Causa]. INDIE Live Expo Board. Online. 2019. |
| • Artgames Showcase. GAIA, Game Arts International Assembly [Hawk & Puma]. Online. 2024. | • Indie Showcase, Game Access [Causa]. Brno, Czech Republic. 2019. |
| • Royal Danish Library Selection. Culture Night in Copenhagen [Hawk & Puma]. Online. 2024. | • Indie Bits Festival [Causa]. Columbia, SC, USA. 2019. |
| • Game Devs of Color Expo. GDoC [Hawk & Puma]. Online. 2024. | • Indie Showcase. Digital Dragons [Causa]. Krakow, Poland. 2019. |
| • SLSArcade. Society for Literature, Science, and the Arts [Hawk & Puma]. Dallas, TX, USA. 2024. | • Indie Showcase. White Nights [Cuteland]. Saint Petersburg, Russia. 2019. |
| • BIG Festival / Gamescom Latam [Hawk & Puma]. São Paulo, Brazil. 2024. | • Indie Pod. MEGA MIGS [Causa]. Montreal, Canada. 2019. |
| • AMaze / Berlin. Arthouse Games & Playful Media [Hawk & Puma]. Berlin, Germany. 2024. | • Latam Game Showcase. EVA [Causa]. Córdoba, Argentina. 2019. |
| • EVA Expo [Cuteland]. Buenos Aires, Argentina. 2023. | • Indie Game Area. Tokyo Game Show [Causa]. Tokyo, Japan. 2018. |
| • Chile Games Conference [Dreamhealer]. Santiago, Chile. 2023. | • Busan Indie Connect Festival [Causa]. Busan, Korea. 2018. |
| • TactiCon [Causa]. Hooded Horse & Firesquid, Steam. Online. 2022. | • Indie Megabooth. PAX West [Causa]. Seattle, WA, USA. 2018. |
| • Art Games. Nodo/Game On! [Hawk & Puma]. Argentina. Online. 2021. | • Indie Megabooth. PAX East [Causa]. Boston, MA, USA. 2018. |
| • Indie Showcase. Digital Dragons [Causa]. Krakow, Poland. Online. 2020. | • Indie Megabooth. PAX East [Hegemony]. Boston, MA, USA. 2018. |
| | • Indie Showcase. PAX East [Cuteland]. Boston, MA, USA. 2018. |
| | • Chilean Showcase. Spiel [Hegemony]. Essen, Germany. 2018. |

- **Latam Showcase. MICBR** [Causa]. São Paulo, Brazil. 2018.
- **Chilean Showcase. Festigame** [Causa]. Santiago, Chile. 2017.
- **Latam Showcase. MICSUR** [Causa]. Bogotá, Colombia. 2016.
- **Chilean Showcase. Festigame** [Causa]. Santiago, Chile. 2016.
- **Educational Showcase. National Science Festival** [Guardians of Chile]. Viña, Chile. 2015.
- **National Showcase. Fan Viña** [Caretta]. Viña, Chile. 2014.
- **National Showcase. Fan Viña** [Causa]. Viña, Chile. 2013.
- **Chilean Showcase. Medieval Festival** [Causa]. Viña del Mar, Chile. 2013.

RESIDENCIES & ACCELERATOR PROGRAMS

- **Short-Term Artist Residency at the Tube Factory Artspace.** One-month artistic residency at the Tube Factory, Contemporary Art Museum & Community Space. Awarded by Big Car Collective. Indiana, IN, USA. 2024.
- **Indie Games Accelerator, Google Play.** Three-month training program for high-potential indie game studios. Awarded by Google. USA & Singapore. 2022.
- **3IE Business Incubator.** Incubation program supporting technology-based startups. Awarded by 3IE, Universidad Técnica Federico Santa María. Valparaíso, Chile. 2016.

TEACHING EXPERIENCE

ASSOCIATE INSTRUCTOR

University of California, Riverside. CA, USA

Hispanic Studies Department

- SPN 120A - The Author's Drifts: Literature, Video Games and Artificial Intelligence (Winter 2025)
- Spanish Language & Culture 1 (Summer 2025)
- Spanish Language & Culture 3 (Summer 2025)
- Spanish Language & Culture 3 (Summer 2024)
- Spanish Language & Culture 3 (Summer 2023)
- Spanish Language & Culture 2 (Summer 2022)
- Spanish Language & Culture 2 (Summer 2021)

LECTURER

Arcos, Viña del Mar (Now part of Pontificia Universidad Católica de Valparaíso, Chile)

School of Design and Multimedia

- Game Design & Appreciation, Section 1 (2nd Semester 2020)
- Game Design & Appreciation, Section 2 (2nd Semester 2020)
- Introduction to Design (1st Semester 2020)
- Scriptwriting & Narrative (1st Semester 2020)
- Game Design & Appreciation (1st Semester 2020)
- Game Design & Appreciation (2nd Semester 2019)
- Level Design (2nd Semester 2018)
- Game Play (1st Semester 2018)
- Game Play (1st Semester 2017)

General Education (Campus-wide Instruction)

- Games & Culture (2nd Semester 2017)

Universidad de las Artes, Ciencias y Comunicación (UNIACC). Santiago, Chile

School of Digital Communication

- Scriptwriting for Animation, Section 1 (1st Semester 2019)
- Scriptwriting for Animation, Section 2 (1st Semester 2019)
- History of Art & Video Games, Section 2 (1st Semester 2019)
- History of Art & Video Games, Section 1 (1st Semester 2019)
- Ludology & Gamification, Section 1 (2nd Semester 2018)
- Ludology & Gamification, Section 2 (2nd Semester 2018)
- History of Art & Video Games, Section 1 (1st Semester 2018)
- History of Art & Video Games, Section 2 (1st Semester 2018)
- History of Art & Video Games (2nd Semester 2017)

TEACHING ASSISTANT

University of California, Riverside. CA, USA

Hispanic Studies Department

- Spanish Language & Culture 2 (Spring 2026)
- Spanish Language & Culture 2 (Winter 2026)
- Spanish Language & Culture 1 (Fall 2025)
- Spanish Language & Culture 1 (Spring 2025)
- Spanish Language & Culture 1 (Fall 2024)
- Spanish Language & Culture 3 (Spring 2024)
- Spanish Language & Culture 3 (Winter 2024)
- Spanish Language & Culture 3 (Fall 2023)
- Spanish Language & Culture 3 (Spring 2023)
- Spanish Language & Culture 3 (Winter 2023)
- Spanish Language & Culture 3 (Fall 2022)
- Spanish Language & Culture 3 (Spring 2022)
- Spanish Language & Culture 3 (Winter 2022)
- Spanish Language & Culture 2 (Fall 2021)
- Spanish Language & Culture 2 (Spring 2021)
- Spanish Language & Culture 2 (Winter 2021)

UNDERGRADUATE TEACHING ASSISTANT

School of Psychology. Pontificia Universidad Católica de Valparaíso, Chile

Collaboration with Dr. Verónica López

- History of Psychology I (1st Semester 2011)
- History of Psychology II (2nd Semester 2011)
- General Psychology I (1st Semester 2010)
- General Psychology II (2nd Semester 2010)

Collaboration with Dr. Vicente Sisto

- Social Psychology I (1st Semester 2010)
- Social Psychology II (2nd Semester 2010)

PRESENTATIONS

TALKS, PUBLIC SPEAKING & KEYNOTES

- Digital Scholarship in the Americas [Invited Keynote Panelist]. Invited to participate remotely in a keynote panel and roundtable on digital interactive platforms and video games as tools for research, teaching, and community engagement. Digital Scholarship Office, LLILAS Benson Latin American Studies and Collections, and University of Texas Libraries' Open and Digital Scholarship Services, The University of Texas at Austin. Digital Scholarship in the Americas Speaker Series and Day of DH. Austin, TX, USA; hybrid event. April 15, 2026.
- Making Video Games from/in/for Latin America. Universidad de los Andes. Bogotá, Colombia. 2026.
- Andean Futures: Community-Led Game Design and the Democratization of the Means of Game Production. Indianapolis Arts & Humanities Institute (IAHI). Indianapolis, USA. 2026.
- Chronicles & Pixels: Playful Archives, Research-Creation & Resonating Histories in Hawk & Puma. Presentation at the Archives, Memory, and Preservation Lab (AMPL) at the Center for Latin American and Iberian Research, UC Santa Barbara. Santa Barbara, CA, USA. 2025.
- Cross-Cultural Chronicles: Guaman Poma Meets Machiavelli in Pixel Art. The Barricelli Memorial Award Lecture. UC Riverside. Riverside, CA, USA. 2025.
- Ludic Activism in the Southern Cone: Experiences from Chile, Argentina & Uruguay. College of Communication. Pontificia Universidad Católica de Chile. Santiago, Chile. 2025.
- Research-Creation using Open-Source Tools. Open Research and Creative Activities (ORCA) Forum. UC Riverside. Riverside, CA, USA. 2025.
- Ludic Research-Creation: Culture, Minimalism & Game Design [Keynote Speaker]. International Symposium on Video Game Studies and Design. Faculty of Arts and Design, Universidad Autónoma de México. CDMX, Mexico. October 2024.
- Creative and Research Process Around Video Games [Keynote Speaker]. Datos y Relatos. MediaLab, Cinemateca de Bogotá - Centro Cultural de las Artes Audiovisuales, Instituto Distrital de las Artes. Bogotá, Colombia. October 2024.
- Andean Futures: Digital Narratives and Cultural Preservation through Collaborative Play-Creation. Indiana Historical Society. Indianapolis, IN, USA. 2024.
- Decolonizing Narratives Through Video Games. GAIA, Game Arts International Assembly. Online. 2024.
- Weaving Decolonial Narratives through Research-Creation. AMaze / Berlin, Arthouse Games & Playful Media Festival. Berlin, Germany. 2024.
- Production Dynamics in Latin American Indigenous Games: "By, With, or About?" [Keynote Speaker]. Ludic, Culture & Knowledge Conference. LudoCrítica: Critical Game Studies Network. Santiago, Chile. December 2023.
- Latin American Ludic Field and Board Game Design as Cultural Expression [Keynote Speaker]. First International Congress on Board Game Design and Publishing. LudiChile. Valdivia, Chile. November 2023.
- Board and Digital Game Design from Chile. International Table Top Day. LudóPolis, Chile. 2019.
- Psychology and Game Design. Video Games as Art. Universidad Católica. Santiago, Chile. 2019.
- The Right Game to Start. Game Dev Planet. Santiago, Chile. 2019.
- Designing Sound with Gameplay [Keynote Speaker]. First National Ludomusicology Conference. Ludum, Chilean Research Group of Video Game Music. Santiago, Chile. November 2018.
- Creating Narrative Through Gameplay. Juegos en el Parque. Devir. Santiago, Chile. 2018.
- Collectible Cards: Production & Design Challenges. MICBR. São Paulo, Brazil. 2018.
- Ludic Entrepreneurship. Creative Entrepreneurship. Fábrica de Medios. Chile. 2017.
- Making Games from Valparaíso. Makerspace. Pontificia Universidad de Valparaíso. Chile. 2017.

SELECTED ACADEMIC CONFERENCES

- Ludic Forms and Digital Resistance: Visuality, Memory, and Cultural Futures in Latin American Video Games [Chair]. Latin American Studies Association Conference (LASA). Paris, France. 2026.
- Ludoactivism in Chile: A Comparison with Video Game Production in Latin American Contexts [Paper]. Latin American Studies Association (LASA) International Congress. Paris, France. 2026.
- Weaving Resistance: Textiles as Archives, Memory, and Speculative Creation in Latin America [Roundtable]. Latin American Studies Association Conference (LASA). Paris, France. 2026.
- From Research-Creation to Community Collaboration in Hawk and Puma [Paper]. In What's New in Games Research. Game Developers Conference (GDC). San Francisco, CA, USA. 2025.
- Reimagining Indigenous Myths in Latin American Video Games: The Impact of Community Collaboration [Paper]. Games and Literary Theory Conference (GamesLit). Mataró, Spain. 2025.
- Research-Creation in Latin American Video Games: Engaging Communities and Histories [Roundtable - Chair]. Latin American Studies Association Conference (LASA). San Francisco, CA, USA. 2025.
- Guaman Poma Through Video Games: A Research-Creation Approach [Paper]. Latin American Studies Association Conference (LASA). San Francisco, CA, USA. 2025.
- Playful Archives [Chair]. Eaton Conference on Speculative Fiction: Reimagining the Archive. UC Riverside. Riverside, CA, USA. 2025.
- Resonating Histories: Guaman Poma and Machiavelli in Pixel Art [Paper]. Interactive Film & Media Conference. Online. 2025.
- Contemporary Indigenous Game Development and Representation in Latin America [Paper]. XV Annual Hispanic Studies Graduate Conference. UC Riverside. Riverside, CA, USA. 2025.
- Research-Creation in Speculative Play: Power and Sovereignty between the Andes and the Renaissance [Paper]. Society for Literature, Science, and the Arts. Dallas, TX, USA. 2024.
- Local Narratives, Anime Aesthetics: Cultural Fusion in Latin American Video Games [Paper]. Popular Culture Association Conference. Chicago, IL, USA. 2024.
- Cine, animación y videojuegos: hacia una producción convergente [Roundtable]. Universidad de Lima. Lima, Perú. 2024.
- Guaman Poma & Machiavelli in Pixel Art [Paper]. Games & Literary Theory Conference. Rouen, France. 2024.
- Indigenous Representation in Latin American Games [Ph.D. Consortium]. Digital Games Research Association (DiGRA). Guadalajara, Mexico. 2024.
- Game Studies from the Southern Cone: Interdisciplinary Insights and Innovations [Chair]. Digital Games Research Association (DiGRA). Guadalajara, Mexico. 2024.
- Game Design for Students and Community Alike: A Teaching Method [Paper]. International Conference on Game-Based Learning. Online, Ireland. 2024.
- Where is the Forest? Indigenous-Futuristic Tensions and Representations of Nature in Mulaka and Aztech: Forgotten Gods [Paper]. Indigenous Peoples in/and Video Games Symposium. University of Alberta, Canada. 2023.
- Indigenous-futurism in Latin American Ludic Creation [Paper]. 8th IH Graduate Student Conference. UC Merced, CA, USA. 2023.
- AI and the Myth of the Author in Game Design: Between Crisis and Creative Opportunity [Paper]. PAMLA 120th Annual Conference. Portland, OR, USA. 2023.
- Hawk and Puma: Bringing the 'New Chronicle and Good Government' to the Present (a Video Game about Guaman Poma) [Paper]. NarraScope. Online, USA. 2022.

ACADEMIC & ARTISTIC WORKSHOPS LED

- Minimal Video Game Development. The Cheech. Riverside, CA, USA. 2026.
- Ludic Expression for Original Research. SciComm's Catalyst Series. UC Riverside. Riverside, CA, USA. Forthcoming 2026.
- Write & Show. RCommunity, UC Riverside. Riverside, CA, USA. 2025.

- Cultural Archives and Digital Humanities: Research-Creation through Video Games and Interactive Media. Latin American Studies Association Conference (LASA). San Francisco, CA, USA. 2025.
- Mini-Games for Recreational Equity. Health Humanities and Disability Justice Lab. UC Riverside. Riverside, CA, USA. 2025.
- Empowering Voices through Open Source Game Engines. Speculative Play and Just Futurities program. Arts & Humanities Institute, Indiana University, Indianapolis. Indianapolis, IN, USA. 2024.
- Minimal Game Design for (New Game) Artists with Open Source Tools. Tube Factory - Art Space. Big Car Art Collective. Indianapolis, IN, USA. 2024.
- Video Game Workshops with youth for Andean Futures Project. Ludic training workshop within the framework of the collaborative research-creation project Andean Futures. Pisac, Sacred Valley, Peru. 2024.

GUEST LECTURES

- Technology, Diversity, Equity, and Inclusion. Course: Diversity & Inequality. Prof.: Diamond Y. Bravo. UC Riverside. CA, USA. 2025.
- Digital Humanities & Research Creation. Course: Introduction to Literary Criticism and Analysis. Prof.: María del Rosario Acosta. UC Riverside. CA, USA. 2025.
- Video Games as Archives. Course: Introduction to Literary Criticism and Analysis. Prof.: María Acosta. UC Riverside. CA, USA. 2025.
- Cross-Cultural Game Design. Course: Cross-Cultural Design. Indiana University, Indianapolis. IN, USA. 2024.
- Worldviews through Collaborative Research Creation. Course: Introduction to Religion. Indiana University, Indianapolis. IN, USA. 2024.
- Guaman Poma and Speculative Play. Course: Introduction to Fiction. Indiana University, Indianapolis. IN, USA. 2024.
- Power and Sovereignty in Games. Course: American History II. Indiana University, Indianapolis. IN, USA. 2024.
- Minimal Tools for Game Audio. Course: Music Technologies. Indiana University, Indianapolis. IN, USA. 2024.
- Game Design and Interaction. Course: Interaction Design Workshop. School of Architecture and Design, Pontificia Universidad Católica de Valparaíso, Valparaíso, Chile. 2020.
- Psychology and Game Making. Course: Educational Psychology. School of Psychology, Pontificia Universidad Católica de Valparaíso, Valparaíso, Chile. 2019.

ART EXHIBITIONS & INSTALLATIONS

- Hawk & Puma at The Cheech [Installation]. Installation featuring the video game alongside pixel-art mosaic prints of digitally treated scenes from Guaman Poma's work and scenes from the game. The Cheech. Riverside, CA, USA. May 2026.

EVENT ORGANIZATION

ACADEMIC EVENTS

- California Games and Interactive Media Conference [Director]. University of California, Riverside with support of the Center for Ideas & Society. Forthcoming in Fall 2026.
- 2nd Conference of Ludo-Critical Studies: The Political Component of Games [Co-Director]. University of California, Riverside, LudoCrítica, & UNIACC, CA, USA & Chile. 2025.
- Critical Game Production Panel with Alenda Chang, Brendan Keogh, and Phillip Penix-Tadsen [Director]. University of California, Riverside. 2024.
- First National Congress of Social Sciences and Education [Co-Director]. University of Chile & Pontificia Universidad Católica de Valparaíso, Chile. 2011.
- Second Interdisciplinary Seminar on Reflection and Environmental Responsibility [Director]. Faculty of Philosophy and Education, Pontificia Universidad Católica de Valparaíso, Chile. 2010.

- First Seminar on Environmental Psychology: Opening Spaces for Relationship(s) [Director]. Psychology Department, Pontificia Universidad Católica de Valparaíso, Chile. 2009.

PUBLIC CULTURAL EVENTS (AS CO-DIRECTOR OF RÍO JUNTO ART COLLECTIVE)

- Ludic Activism in Times of War: Awareness from Ukraine. Talk by Valeriy Petrov, Game Artist and Activist. Supported by the Center for Ideas and Society, UC Riverside. CA, USA. 2024.
- Ecological Narratives in Play: 'Atuel'. Talk by Pablo Quarta, Game Artist and Activist. Supported by the Center for Ideas and Society, Hispanic Studies Dept., Media & Cultural Studies Dept., Gluck Fellows Program of the Arts, UC Riverside. CA, USA. 2024.
- Ludic Activism in Times of War. Supported by the Center for Ideas and Society, Comparative Literature Dept., Media & Cultural Studies Dept., Hispanic Studies Dept., UC Riverside. CA, USA. 2024.
- Echoes of Resilience: 50 Years After Chile's Coup. Documentary screening + director's presentation of "Special Circumstances" by Marianne Teleki & Héctor Salgado. Supported by the Center for Ideas and Society, Hispanic Studies Dept., Media & Cultural Studies Dept., Latino and Latin American Studies Research Center, Gluck Fellows Program of the Arts, UC Riverside. CA, USA. 2024.
- Deconstructing Episodic Memory - A Conceptual Art Installation by Héctor Salgado. Art exhibition by Héctor Salgado based on his experience as a political prisoner during the dictatorship in Chile. Supported by the Center for Ideas and Society, Hispanic Studies Dept., Media & Cultural Studies Dept., Latino and Latin American Studies Research Center, Gluck Fellows Program of the Arts, UC Riverside. CA, USA. 2024.
- Cut & Sow. Dialogues on hair, daily care practices, and human materiality. CA, USA. 2024.
- Nano Stern sings Víctor Jara in Joshua Tree - El Pimiento. Joshua Tree National Park, CA, USA. 2024.
- Chilean Music in Times of Revolution. Documentary screening + music performance + director's presentation of "En Septiembre Canta el Gallo" by Nano Stern & Lucho Briceño. Supported by the Music Dept., Hispanic Studies Dept., Media & Cultural Studies Dept., Latino and Latin American Studies Research Center, Gluck Fellows Program of the Arts, UC Riverside. CA, USA. 2024.

ADDITIONAL EDUCATIONAL BACKGROUND

COURSES & RETREATS

- University Teaching Certificate. Graduate Division, UC Riverside. Riverside, CA, USA. 2024 - 2025.
- Annual California Science and Technology Summer Retreat. Organized by Joe Dumit & Carlos Barragan, STS Department, UC Davis. Davis, CA, USA. 2023.
- Art Games & Experimental Video Games. Universidad del Museo Social Argentino. Buenos Aires, Argentina. Online. 2021.
- World Games & Ludic Integrated Arts. Alealudo & Universidad Metropolitana de Ciencias de la Educación. Santiago, Chile. 2015.
- Gamification. University of Pennsylvania & Coursera. Online. 2014.
- Oral Storytelling. Sandra Aravena, Master Storyteller. Viña del Mar, Chile. 2012.
- Critical Environmental Psychology for Community Intervention. Centro de Pensamiento y Acción Crítica (CEPAC). Valparaíso, Chile. 2011.
- City, Sustainability, and Participation. Attendee. Universidad de Valparaíso & Universidad de Barcelona. Valparaíso, Chile. 2010.

ADDITIONAL WORK EXPERIENCE

ACADEMIC SERVICE & RESEARCH ROLES

- Peer Reviewer, Games and Literary Theory Conference (GamesLit). Reviewed conference submissions. Rome, Italy. 2026.
- Peer Reviewer, DiGRA MX Conference. Reviewed conference submissions. Mexico City, Mexico. 2026.
- Peer Reviewer, Games and Literary Theory Conference (GamesLit). Reviewed conference submissions. Mataró, Spain. 2025.
- International Conference on Interactive Digital Storytelling (ICIDS), Jury Member - Art Exhibition. Participated as a juror for the ICIDS 2025 Art Exhibition, reviewing and evaluating submitted interactive digital artworks from an international pool of creators. Responsibilities included remote review, scoring, and deliberation alongside an international jury of scholars and artists. 2025.
- Graduate Student Mentor, CHASS Academic Affairs - College of Humanities, Arts, and Social Sciences, UC Riverside. Participated as a mentor during the 2025 Graduate Student Welcome Orientation, supporting incoming graduate students in their transition to the university community. Responsibilities included facilitating discussions, offering guidance on academic resources, and fostering connections across departments within the college. 2025.
- Andean Futures, Founder and Lead Researcher. Developed a community-based research-creation project in collaboration with the Kussy Kawsay Andean Association. Utilizing minimalist tools like Bitsy and Twine, this initiative empowers over 30 Indigenous youth in Pisac, Peru, to create games about their future. 2024 - Present.
- Independent Researcher, Interactive El Dorado: Weaving the Caribbean, Andes, and Atlantic through Digital Play. Collaborated on narrative development and historical research for a mobile video game about Indigenous and African roles in gold circulation during the colonial period. 2024 - Present.
- Curriculum Consultant, Video Game Design Graduate Certificate Program, Universidad de Playa Ancha. Advised on the design and curriculum structure of the diploma program in video games. Valparaíso, Chile. 2022 - 2025.
- VR Lab Assistant, UC Riverside. Assisted Dr. Ilya Brookwell in establishing UCR's first Virtual Reality Lab. Supported the setup, space design, and participated in autoethnographic logs to document player experiences and research immersive interactions in virtual reality. UC Riverside, CA, USA. 2022 - 2024.
- Peer Reviewer, 2024 IEEE Biennial Congress of Argentina. Reviewed submissions in the track of Video Games for the IEEE Congress, providing detailed feedback on research in game design and development methodologies. 2024.
- Research Center in Social Complexity, Game Design & Gamification Consultant. Developed design strategies for El Juego de las Estrellas, a research game app designed for elementary school children, aimed at mapping social interaction networks in classrooms. Santiago, Chile. 2020.
- Curriculum Consultant, Video Game Program Redesign, Universidad de las Artes, Ciencias y Comunicación (UNIACC). Advised on the redesign of the video game program curriculum, including revising course content and integrating new digital tools to align with industry standards. Chile. 2018 - 2019.
- Gamification Consultant, Center for Research in Inclusive Education. Designed gamification strategies for Ciudad Micro, an educational app that studies collaboration among high school students in Chile. Focused on creating user-friendly interfaces and engaging mechanics for students. Viña del Mar, Chile. 2019.
- Independent Researcher, Crisis of Protests in Magallanes. Filmed the 2011 protests in Magallanes against gas price hikes. Conducted interviews with activists and leaders to create an archive for a documentary project. 2011.
- Independent Researcher, Las Águilas Humanas Circus. Conducted participatory ethnographic research while working as a vendor, stagehand, and clown. Responsibilities included documenting daily life in the circus, interacting with performers, and gaining insights into their cultural and social practices. Chile. January - February 2010.
- Founding Member, Environmental Department of Students, Pontificia Universidad Católica de Valparaíso. Co-founded the environmental department within the Student Federation (FePUCV), organizing environmental initiatives and promoting social awareness. Viña del Mar, Chile. 2010 - 2011.

LEADERSHIP & CULTURAL ROLES

- Río Junto Art Collective, Co-Founder & Co-Director. Co-led the development of a Latin American cultural exchange platform for arts and culture alongside Johanna Nieto. Focused on promoting collaborations across Southern California and Latin America. Southern California, USA. 2023 - Present.
- Premios Chile Diseño 2024 [Chile Design Awards], Jury Member. Participated on the Video Game Design evaluation team, overseeing both the online preselection and the final judging via Zoom. The awards ceremony was held on October 29, 2024. September - October 2024.
- Organizational Development Manager, Amphora - Ziol & Zaky, Interandina de Comercio. Managed strategic organizational development initiatives for this commercial company, coordinating efforts across both Valparaíso and Santiago, Chile. 2013 - 2015.
- Faculty of Philosophy and Education, PUCV. Faculty Counselor. Democratically elected as student representative for the Faculty of Philosophy and Education, at the Faculty Council at Pontificia Universidad Católica de Valparaíso. Viña del Mar, Chile. 2011.

GAME DESIGN & CONSULTANCY

- Dreams Uncorporated, Game Design Consultant. Consulting for a confidential video game project. Bogotá, Colombia. 2023 - 2024.
- Fabula Televisión SpA, Creative & Game Consultant. Creative consultancy for a confidential TV show project. Chile, México & Colombia. 2022.
- Paréntesis Foundation, Game Design Consultant. Game design for a drug prevention program. Santiago, Chile. 2021.
- Cangrejo Ideas, Senior Game Designer. Participated in web games for Cartoon Network & Azerion. Viña del Mar, Chile. 2019.
- Global Game Jam, Mentor. Mentored in game design and production. Valdivia, Chile. 2019.
- Cangrejo Ideas, Creativity Workshops & Game Design Consultant. Workshops and game design sessions. Viña del Mar, Chile. 2019.
- Caja Los Andes, Gamification Consultant. Gamification for "Radiografía del Adulto Mayor." Santiago, Chile. 2019.
- Ludoismo, Game Design Consultant. Design consulting for "Treasures of the Pirate King." Santiago, Chile. 2019.
- Arcos Game Jam, Viña del Mar, Game Design & Production Mentor. Mentored in game design and production. Viña del Mar, Chile. 2018 & 2019.

COMMUNITY SERVICE

COMMUNITY AND HUMANITARIAN SERVICE

- Evolving Games at Public Elementary and High Schools in Chile. Social play workshop to explore game design principles through traditional games in three regions. Magallanes, Valparaíso & Santiago, Chile. 2017 - 2019.
- Family Recreational Activities. Organized with the Neighborhood Center of Cerro Las Delicias. Valparaíso, Chile. 2019.
- Circus Recreational Activities for Children. Juggling and Face Painting in Cerro Cordillera, a low-income area of Valparaíso. Valparaíso, Chile. 2011.
- Post-Earthquake Debris Removal Support. Coordinated with the Federation of Students of Pontificia Universidad Católica de Valparaíso and the Municipality of Valparaíso. Valparaíso, Chile. 2010.
- Recreational Activities with Children and Adolescents Affected by the Earthquake. Organized by JJCC Students. Lota, Chile. 2010.

WITH RÍO JUNTO ART COLLECTIVE

As Co-Director of Río Junto, a Latin American Cultural Exchange Hub, in Southern California.

- Mini Cheech [Co-Director]. Family art program at the Cheech Marin Chicano Art Museum. Supported by the Gluck Fellows Program of the Arts, UC Riverside. CA, USA. 2024 & 2025.
- La Lucha Libre [Co-Director]. Family art program at the Cheech Marin Chicano Art Museum. Supported by the Gluck Fellows Program of the Arts, UC Riverside. CA, USA. 2024 & 2025.
- La Lotería [Co-Director]. Family art program at the Cheech Marin Chicano Art Museum. Supported by the Gluck Fellows Program of the Arts, UC Riverside. CA, USA. 2024 & 2025.
- GoFundMe Campaign and Wildfire Chile 24 Game Development [Director]. Organized a GoFundMe campaign to support victims of the 2024 Valparaíso mega fire, which resulted in over a hundred human casualties, hundreds of thousands of non-human victims, and the destruction of thousands of homes. Developed the video game Wildfire Chile 24 in collaboration with Niebla Games to promote the campaign, raising approximately \$4,500 that was donated directly to support organizations and families close to the team who lost everything. 2024.
- World of Games: Mancala [Director]. An interactive workshop exploring Mancala, an ancient family of games from Africa, fostering cultural understanding and game design skills through hands-on play. Riverside, California, USA. 2024.
- La Piñata [Co-Director]. Family art program at the Cheech Marin Chicano Art Museum. Supported by the Gluck Fellows Program of the Arts, UC Riverside. CA, USA. 2024.
- Evolving Games at Val Verde Elementary School [Director]. Social play workshop to explore game design principles through traditional games. Perris, CA, USA. 2024.
- Evolving Games at Gluck VIP Day for 120 participants at the same time [Director]. Social play workshop to explore game design principles through traditional games at UC Riverside. Riverside, CA, USA. 2023.
- Evolving Games at Perris High School [Director]. Social play workshop to explore game design principles through traditional games. Perris, CA, USA. 2023.
- Evolving Games at UCR [Director]. Social play workshop to explore game design principles through traditional games at UC Riverside. California, USA. 2022 & 2023.

MEDIA COVERAGE

SELECTED ARTICLES & INTERVIEWS

- [T4 - E8: Activismo Lúdico \(ft. Nico Valdivia de Niebla Games\)](#). Early Access, Press Over. Podcast interview on ludic activism and the role of video games in addressing social and political issues. Hosted by Juan Lomanto & Mer Grazzini. Argentina. 2025.
- Interview Nico Valdivia Hennig (Hawk & Puma) @ A AMAZE. La Playade. Podcast & YouTube. Paris, France. 2024.
- Activismo Lúdico, entrevistando a Nico Valdivia Hennig de Niebla Games. Early Access, Pressover News. Podcast, Instagram & YouTube. Buenos Aires, Argentina. 2024.
- Weaving Hawk and Puma. Telar Maestro Podcast & YouTube. Berlin, Germany & Ecuador. 2024.
- Hawk and Puma Review. Pressover News. Article. Buenos Aires, Argentina. 2024.
- Videojuego creado en Valparaíso logra recaudar \$4 millones para víctimas de los incendios forestales. Radio BioBio. Article. Santiago, Chile. 2024.
- Congreso Conjuguar 2023 - Entrevista a Nico Valdivia, Director Creativo de Niebla Games. Diluvio Lúdico. YouTube. Valdivia, Chile. 2023.
- Ludum Late: Conociendo a Nico Valdivia. Ludum Late. YouTube Interview. Santiago, Chile. 2021.
- Entrevista a Nicolás Valdivia de Niebla Games. Dale Azúcar a tu Emprendimiento. Radio Ritoque FM. Radio Interview & YouTube. Valparaíso, Chile. 2020.
- Entrevista Nico Valdivia. El Entretorno. Podcast & YouTube. Chile. 2018.
- Entrevista con Niebla Games: Nico Valdivia, Chile y juegos de mesa. La Matatena. Article. Mexico. 2017.

- Juegos de mesa chilenos en Free to Play de ETC TV. Free to Play, ETC TV. TV Interview. Santiago, Chile. 2017.

MEMBERSHIPS

ACADEMIC ORGANIZATIONS

Founding Member

- LudoCrítica. Chilean Critical Game Studies Network, an independent initiative of academics and creators focused on critical game studies.

Active Member

- DiGRA. Digital Games Research Association.
- SLSA. Society for Literature, Science, and the Arts.
- LASA. Latin American Studies Association.
- PAMLA. Pacific Ancient and Modern Language Association.
- PCA. Popular Culture Association.
- GamesLit. Games and Literature Association.
- Speculative Fiction and Cultures of Science, UCR. Graduate Student member of the SFCS Designated Emphasis Program at UC Riverside.

ARTISTIC AND PROFESSIONAL ORGANIZATIONS

Co-Founder & Co-Director

- Río Junto. Río Junto Art Collective. Latin American Cultural Exchange Hub. Southern California, USA.

Founding Member

- LudiChile. Chilean Trade Association of Board Game Publishers.

Active Member

- GAIN. Game Arts International Network. Network for Game Curators, Artists, and Ludic Activists.
- VG Chile. Chilean Video Games Trade Association.
- INDI-ES - Latam Devs. One of the most active Spanish-speaking communities of independent video game developers.

LANGUAGES

- **Spanish:** Native.
- **English:** Near-Native Proficiency.
- **Portuguese:** Reading Proficiency.
- **German:** Intermediate Reading Proficiency.

REFERENCES

Dr. Freya Schiwy

Media and Cultural Studies.
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Dr. Phill Penix-Tadsen

Game Studies and eSports.
Mentor. University of Delaware.

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