



LatinX Games Festival

FOR IMMEDIATE RELEASE:

Latinx Games Festival
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Latinx Pride in Games and STEM

Community and Inclusion Make the World Go Round

Long Beach, California - May 15, 2020 - Latinx pride shines through at the 2nd annual **Latinx Games Festival (LXGF)**. Please join us for the 2-day event taking place on November 21-22, 2020 at the Museum of Latin American Arts (MOLAA) at 628 Alamitos Ave in Long Beach. The Latinx Games Festival is the only event of its kind to focus on Latinx game development while providing the Latinx game development community a platform for global opportunities.

“Being able to talk to and network with the best and brightest Latinx game industry professionals and community members was truly an eye-opening experience for me,” said Jason Vega. “I’ve never been to a conference which directly contributed to my growth in this profession, other events should take note!”

The event is a labor of love from visionary Jason Vega, Founder and Executive Director of the Latinx Games Festival. With a passion for building strategies to cultivate relationships focused on amplifying underrepresented diverse voices and fostering an inclusive environment in video games, entertainment and STEM, the Latinx Games Festival was born.

“LXGF was an outright motivational and empowering event,” said Jonathan Morales. “The ability to meet equally passionate Latinx developers from around the world and from different facets of the industry is what will push the core of the game industry forward as well as the careers of all Latinx developers.”

Past speakers include: Tina Sanchez (Producer, Sony Santa Monica), Fernando Reyes Medina (Multiplayer Technical Designer, 343 Industries | Halo Infinite), Gabriela Ponce (Producer, Turn 10 Studios | Forza Motorsport), Trinidad Hermida (Head of Diversity & Inclusion, Niantic), Elaine Gomez (Game Designer, E-Line Media), Danny Peña (Founder/Host, GamerTagRadio) and Coraly Rosario (Senior Designer, Scopely).

From video game development to STEM to esports, join us for 2 days of talks, games and art on November 21-22, 2020 for an event unlike any other. Tickets on sale now: <https://latinxgamesfestival2020.eventbrite.com/>.

Latino Rebels Coverage: <https://www.latinorebels.com/2019/09/17/latinxgamesfestival>

Mitú Coverage: <https://wearemitu.com/things-that-matter/because-we-can-game-latinx-games-festival-showcases-the-best-talent-en-espanol/>

2019 Recap Video: <https://youtu.be/swqeYVLFyM4>

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Latinx Games Festival is the definitive video game industry event for Latinx game development, and provides the Latinx game development community a platform for global opportunities. Highlighting Latinx industry professionals on panels and Q&A's on our livestream will show the world that we're already here, and what skills and tools are needed to exist and thrive in this industry. Showcasing an Arcade of Latinx produced games curated locally and around the world will lead to a richer, more mature video game industry and one that positively impacts the future of Latinx game development. We aim to cover a range of topics not only important to Latinx game developers, but the video game industry as a whole.

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The Museum of Latin American Art (MOLAA) expands knowledge and appreciation of modern and contemporary Latin American art through its collection, ground-breaking exhibitions, stimulating educational programs, and engaging cultural events. The Museum of Latin American Art (MOLAA) was founded in 1996 in Long Beach, California and serves the greater Los Angeles area. MOLAA is the only museum in the United States dedicated to modern and contemporary Latin American and Latino art. Since its inception, MOLAA has doubled its size and added a 15,000 sq. ft. sculpture garden. Its permanent collection now numbers over 1,600 works of art. The museum is located in Long Beach's rapidly developing East Village Arts District.

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