



REBOOT **DEVELOP RED** BANFF **2019**

30th Oct - 1st Nov

CONFERENCE BOOKLET



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PATRONS OF FINE DIGITAL ART AND ENTERTAINMENT:

INTRO

REBOOT DEVELOP **RED** | 2019

➤ Always Outnumbered, Never Outgunned

Warmest welcome to first ever Reboot Develop Red conference. Welcome to breathtaking Banff National Park and welcome to iconic Fairmont Banff Springs. It all feels a bit like history repeating to me. When we were starting our European older sister, Reboot Develop Blue conference, everybody was full of doubts on why somebody would ever choose a beautiful yet a bit remote place to host one of the biggest worldwide gatherings of the international games industry. In the end, it turned into one of the biggest and highest-rated games industry conferences in the world. And here we are yet again at the beginning, in one of the most beautiful and serene places on Earth, at one of the most unique and luxurious venues as well, and in the company of some of the greatest minds that the games industry has to offer!

We are incredibly grateful for all of you that have supported us on this challenging road, but we did

it! And we are here to stay. Our ambition through the next few years is to turn Reboot Develop Red not just in one the best and biggest annual games industry and game developers conferences in Canada and North America, but in the world! We are committed to stay at this beautiful venue and in this incredible nature and astonishing surroundings for the next few forthcoming years and make it THE annual key gathering spot of the international games industry. We will need all of your help and support on the way!

Thank you from the bottom of the heart for all the support shown so far, and even more for the forthcoming one!

_Damir Durovic (damir@reboot.hr)

CEO
Reboot

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SPEAKERS

REBOOT DEVELOP **RED** | 2019

Reboot Develop through half a decade of its existence has become a synonym for outstanding, best in its class speaker lineups, gathering some of the finest worldwide games industry creators and developers, including not just industry legends but also indie developer superstars as well as AAA studio heads and leads. This year Reboot Develop is going to host 102 great speakers.

*arranged in alphabetical order

Aleksander Kauch

11 bit studios, Lead gameplay programmer

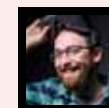


➤ Aleksander is Lead gameplay programmer in 11 bit studios. Worked on almost every 11 bit's game including **Anomaly series**, **This War of Mine** and **Frostpunk**. Lectured in

programming at Warsaw University of Technology and Academy of Games and Post-Production. Experienced in programming, game architecture and overall game development.

Alex Schwartz

absurd:joy, Founder + Janitor



➤ Previously, Alex founded, built, and ran the Google-acquired VR game studio Owlchemy Labs. Alex led the creation of award winning titles such as **Job Simulator** and **Rick and Morty: VR**. His passion for design, art, and engineering led him to a role where he did just about everything until he could hire someone better than him to take it off his plate, hence 'janitor'. As an advisor to GDC, DICE, and BAFTA Alex plays an active role in the community but when he's finally back home in Boston, he can be found juggling or smoking various exotic meats.

Alex Stickel, P.Eng.

Serious Labs, Compliance Engineer



➤ Alex started his carrier in 2004 as an electrical engineer and chemist utilizing nanotechnology to implement genetic testing in hand held medical devices. With an affinity for the small and high tech, Alex joined **Serious Labs** in April 2018 to join the fast paces world of **VR developers**. Alex brings his skills in hardware design and understanding of global standard compliance to the Serious Labs team to explore and push the limits of the hardware – XR boundaries.

Aaryn Flynn

Improbable, General Manager North America



➤ Aaryn Flynn is a games industry veteran with 20 years experience in the industry. Beginning his career at **BioWare** on titles such as **Baldur's Gate 2**, **Neverwinter**

Nights and **Star Wars: Knights of the Old Republic**, Flynn became General Manager and shipped **Dragon Age: Origins** and **Mass Effect 2**. He later oversaw production of **Dragon Age 2**, **Mass Effect 3** and **Dragon Age: Inquisition**. Flynn is currently heading Improbable's Canadian studio in Edmonton, Alberta, developing an **online RPG** using Improbable's SpatialOS cloud platform. He also has MBAs from Queen's University and Cornell University.

Aleissia Laidacker

Magic Leap, Director of Developer Experience



➤ Aleissia is a Technology and Design Director with 20 years experience in product design, AI, systems and game development. She is a leader in the **Augmented Reality**

/ Mixed Reality space, where she leads as Director of Developer Experience at Magic Leap. Her team works closely with the Developer community to drive the product design for tools, platforms and engine development at Magic Leap. Previous to **Magic Leap**, she was in game development, working at **Ubisoft** for 11 years, where she was AI Lead on the **Assassin's Creed** franchise.

Alexander Fernandez

Streamline Media Group, CEO and Co-Founder



➤ Alexander is CEO and Co-Founder of Streamline Media Group, Inc., Southeast Asia's leading independent video game developer and development services provider focused on the intersection of media, entertainment, and technology. A true entrepreneur, Alexander and his three co-founders bootstrapped Streamline for 18 years from its humble roots in an apartment in Amsterdam into a global games brand across Europe, Asia, and the Americas. Its divisions, Streamline Studios, Streamframe, All Pixels, and Streamline Games, have contributed to critically acclaimed entertainment franchises including **Street Fighter V**, **Final Fantasy XV**, **James Bond**, and **Avatar**. The studios latest original IP, **Bake 'N Switch** is highly anticipated and was nominated for Game of the Show at Gamescom.

Andrew Czarnietzki

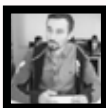
Only By Midnight Ltd., Co-Founder / Lead Developer



➤ Andrew has worn many hats over his 15 years' experience in the games industry, mostly those of Designer and Programmer. He's a co-founder of **Serious Labs** and continues to Design VR Simulators by day (at least most days). By night, he's the lead developer for the aptly named **Only By Midnight** – which is what happens when a side project becomes real! Only By Midnight's upcoming game **Curved Space** is the culmination of Andrew's first-hand experience of helping grow a company from a computer in his parent's' basement to a world-class development team. Try Curved Space in the Indie Expo Area!

Andrej Levenski

Gamepires, Technical Director / Co-Founder



➤ Andrej is an industry veteran of 16 years and the Technical Director at Gamepires. He has been a programmer for much longer, almost 22 years, starting out as an enthusiast with his friends. He co-founded Gamepires

8 years ago, working on the in-house PranaEngine used on the award-winning **Gas Guzzlers Extreme** racing combat game, and has spent the last 2 years working in UE4 on **SCUM**, a multiplayer survival game currently in Early Access. His interests and experience span all technical areas of the game development.

Andy Moore

absurd:joy, CTO



➤ You may know Andy from Radial Games, theMOR, SteamBirds, or Fantastic Contraption. He's a **programmer, designer and founder/CEO** for the last 20 years. He made

more than 100 games, hired and managed some big teams, been through some exciting acquisitions, and won some big awards! Since 2014, he's been working at the bleeding edge of XR, helping the industry re-invent everything from UX to tech in the medium. He's also active in the broader community (teaching, mentoring, conferences) — the only thing he loves more than creating is helping others create (Andy: "OK, that's partly a lie... I do love me some airplanes.")

Anna-Carolin Weber

Dance Artist & Researcher / Lecturer



➤ Anna-Carolin researches, teaches and stages on the intersection of (digital) media and performative arts. She has been regularly producing her own transdisciplinary work since

2008 besides working as a dramaturge and advising dance and performance projects in Germany's independent dance and theater scene. Currently she holds a position as an academic lecturer with RUB arts & culture international (inSTUDIES) and Virtual Reality Moves at **Ruhr-Universität Bochum**. Anna-Carolin has developed a range of practice based workshop formats to share her expertise on artistic methods for interdisciplinary collaboration.

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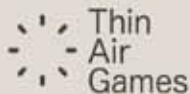
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1. "Advances" defined as superior process technology in a smaller node and unique support for PCIe® Gen 4 in the gaming market as of Q3/Q4 2019. RYZEN 3000.
2. Specifications of 3rd generation Ryzen processors as of July 2, 2019. As of July 2, 2019, the AMD's 3rd Gen Ryzen processors have higher speeds (4.7 GHz vs. 4.3 GHz, More Memory (up to 76MB vs up to 64MB), and wider bandwidth (PCIe Gen 4 with 32GB single-directional vs PCIe Gen 3 with 16 GB/s single-directional) compared to 2nd Generation Ryzen processors. RYZEN 3000.
Borderlands 3, Tom Clancy's Ghost Recon Breakpoint and Gears 5 are rated ESRB "M" for Mature and PEGI 18. May contain content inappropriate for children. Please consult with ESRB.org, PEGI.info, or your regional game ratings organization.
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Ante Vrdelja

Croteam, Chief Marketing Officer



➤ Ante is developing marketing strategies and leading the execution of marketing programs at Croteam, Croatia's powerhouse studio behind **Serious Sam** and **The Talos**

Principle. As a co-founder and Secretary General of CGDA – Croatian Game Developers Association, he established a network of regional game dev studios and is working towards global recognition and local support for the growing industry. Una persona famosa. Muy importante.

Arseny Kapoulkine

Roblox, Technical Fellow



➤ Arseny Kapoulkine has worked on game technology for the past decade. Having worked on rendering, physics simulation, language runtimes, multithreading and many other areas, he is still discovering exciting problems in game development that require low-level thinking. After helping ship many titles on PS3 including several **FIFA games**, he joined **Roblox** in 2012 and has been working on the in-house engine ever since, helping young game developers achieve their dreams.

Austin Wintory

Composer



➤ Grammy-nominated and two-time British Academy Award-winning composer Austin Wintory diverse career has straddled the worlds of games, films and concert music.

Austin's soundtrack for the hit PS3 game **Journey** became the first-ever **Grammy-nominated videogame score**, also winning two British Academy Awards and many others! Austin's score for the earlier game **fIOW** made him the youngest composer ever to receive a British Academy Award nomination and also won him a wide variety of other game industry accolades. Since **Journey's** release Austin's subsequent scores to **The Banner Saga**, **Assassin's Creed Syndicate** and **ABZU** have each earned BAFTA nominations. He collaborates regularly with orchestras and chamber ensembles around the world.

Benjamin Mitchell

Samsung, GameDev Engineer

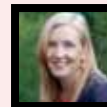


➤ Addicted to video games since around the same time he learned to read, Benjamin found a passion for graphics after discovering he could make pretty things with

code. Fast forward to now, where he works as a GameDev Engineer at **Samsung Electronics**, Benjamin enjoys the novelty of working on a variety of the latest and greatest **Android titles**.

Brenda Bailey

DigiBC, Executive Director



➤ Brenda Bailey (Nee Gershkovitch) is the Executive Director of DigiBC, the **Video Game Industry Association in Vancouver Canada**. Bailey is the

past C.O.O. of Deep Fried Entertainment and the past CEO of Silicon Sisters interactive, a women-owned, female-focused studio building top quality games for women and girls. Launched in May 2010 the studio successfully introduced a tween series called **School26** to iOS, Android, PC and Mac. She is a **Founder of Women in Games Vancouver**, a past board member of the Canadian Video Game Awards and Past Advisory Board member of GDC Canada. Bailey has spoken at many conferences around the world including the Montreal International Games Summit and the Nordic Games Summit.

Bruce Wooden

Oculus, Content Launch Manager



➤ An active VR industry evangelist since 2013, Bruce co-founded both **AltSpaceVR** and **Silicon Valley Virtual Reality (SVVR)**.

His background is in UX, Product Management, Dev Community, and Game Design. He has played 1000s of VR experiences, administered 100s of VR demos and playtests, and currently does content and publishing review for the **Oculus Store**. Bruce is known in the industry as a passionate advocate for user experience and developer success.

Carla Rylance

The Coalition (Xbox Game Studios), External Development Manager



➤ Carla has been focused on External Development for Video Games since 2009 at studios such as nDreams, Imaginati Studios, and **Lionhead** (Microsoft Studios).

In 2017, Carla acquired an External Development Manager role in Vancouver at **The Coalition** (XBOX Game Studios) managing due diligence, on-boarding, and maintenance of external teams across the world. Carla's passion for process, team management, and KPIs has led her to host various talks at XDS conferences, and she has been a member of the XDS Advisory Committee since September 2018.

Chelsea Hallick

Calgary Economic Development, Business Development Manager Interactive Digital Media



➤ Chelsea is an award-winning digital media professional, who is leading both the **Digital Media and Video Game & Immersive Technology strategies for**

Calgary. Over the last decade, she has worked in a variety of industries with a focus on digital-first experiences. As a career marketer and business development manager she is currently engaged in building economic success and a strong community for the interactive digital media sector in Calgary.

Chet Faliszek

Stray Bombay Company, CEO / Co-Founder



➤ CEO and Co-founder of **Stray Bombay Company**, a Seattle based studio working on an unannounced co-operative game. Previously Chet worked at **Valve** for 12 years where

he was project lead on the **Left 4 Dead** series and writer on various franchises including **Half-Life**, **Portal**, and **Team Fortress**. He also helped relaunch the Counter-Strike series with CS:GO. He spent his final years at Valve visiting and helping studios around the world launch the **HTC Vive**.

Chris Journey

Oculus, AR/VR Head of Developer Strategy



➤ Chris started in the game industry as a programmer, doing tours at **Relic Entertainment**, **Kaos Studios**, **Double Fine**, and **Supergiant** before joining Oculus.

Now he leads the AV/VR Developer Strategy team at **Facebook**, covering developer relations and partnerships. In his free time, Chris does metal-working and has very strong opinions on how a grilled cheese is made.

Chris Remo

Valve, Game Designer, Composer, Writer



➤ Chris Remo is a game designer, composer, and writer at Valve. He was a key creative contributor as game designer, composer, and audio director on **Firewatch** at

Campo Santo. Previously, he worked in multidisciplinary roles on games including **Battlefront II: X-Wing VR**, **The Cave**, **Gone Home**, **Thirty Flights of Loving**, **BioShock Infinite** and more, independently and with **Criterion Games**, **Double Fine Productions**, and **Irrational Games**. Chris also co-founded the podcast network **Idle Thumbs**, where he has hosted and produced several popular podcasts.

Chris Wren

Electronic Arts, Senior Manager



➤ Chris is a 16-year veteran of Electronic Arts, beginning his tenure as a **Development Director for Sports and Action** titles. Chris is a member of **EA's XDI team**,

supporting the external development needs of the organization. Chris acts as **Chair for the XDS Advisory Committee**, which ensures excellence in the delivery of the internationally acclaimed XDS event. Chris has held a board positions with Vancouver Centre for Entertainment Arts, ACM SIGGRAPH Vancouver, and Vancouver Film School. He has delivered sessions at games industry events in the UK, UAE, Brazil, Colombia, Croatia and Russia.

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Christopher Bain

BioWare, Senior Director of Business Operations

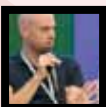


➤ In over 10 years with BioWare, Chris has contributed to the product roadmap, brand strategy and digital economy planning for almost a half

dozen award winning games including **Mass Effect 3** and **Dragon Age: Inquisition**. He also oversees a team that drives consumer products, entertainment, and long term player engagement for BioWare's premier gaming IPs, **Mass Effect**, **Dragon Age**, and **Anthem**. Prior to joining BioWare, Chris worked in Product Management, Corporate Development, received his Bachelor's Degree in Commerce from the University of Alberta and his MBA from Queen's University.

Damir Durovic

Reboot, CEO

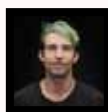


➤ As a veteran of games industry with 23 years of combined experience in running huge games industry events, media and being key part on

marketing and PR side of things Damir has seen empires fall and rise. For last 8 years together with an incredible and small but super agile team has been running **REBOOT brand** that besides running one of the biggest consumer games shows in Europe, as well as the big European consumer games media is the company behind world famous **Reboot Develop Blue and Red**, two games industry conferences that have redefined the worldwide games industry event landscape. Damir is on advisory board of European Game Developers Federation and he was recently awarded the first ever **Devcom Hero Award** for his efforts in promoting, connecting and pushing along European games industry.

Cristiano Ferreira

Oculus, Developer Relations Engineer



➤ Cristiano is a career developer relations engineer which is not typical. Starting out of school at Intel as a dev rel engineer and fueled by imposter syndrome, he quickly ramped implementing / optimiz-

ing all major game subsystems and rendering methods to provide studios of all sizes value. His specialty is squeezing that sweet sweet performance out of hardware at any wattage. After nearly 7 years at **Intel**, he took a job with **Oculus** doing the same exact job in VR where frame rates are higher with `_eyeCount++`. He enjoys dark wave music, beer, making your game look better and run faster.

Cy Wise

absurd:joy, Founder



➤ Cy is Founder and Live Raccoon at absurd:joy, a collection of curious humans focused on the intersection of XR and play. With 15+ years of games industry tenure, Cy has most recently helped to

run and grow VR game studio Owlchemy Labs, creators of award winning **Job Simulator** and **Rick and Morty: VR**. Her expertise spans VR design, human-centric play, and building / maintaining culture within organizations and communities. When left unattended, she also writes tons of jokes and dialog for all of her projects. Before VR rocked her world, she survived AAA MMO game development cycles mostly unscathed. Emerging somehow with her unfettered positivity intact, she still fervently believes in joy and play and can be seen in the wild gesturing enthusiastically about the future.

Daichi Saito

Why So Serious?, CEO



➤ Daichi joined Dwango in 2011 in order to help indie creators achieve their dreams. He quickly became affiliated with the web magazine DenFamiNico Gamer and became its deputy chief editor. In

2015, he led the creation of the Game Magazine, a web platform to select, co-create and publish indie games. As a game editor, he helped solo creator Makoto Sanada build **Angel of Death**, an RPG Maker Story game, into a hit cross media franchise (books, anime, events). In 2018, he founded Vaka, Inc. and produced with Team LadyBug the critically acclaimed metroidvania **Touhou Luna Nights**. His latest project, **Gensokyo Night Festival** was released in early access as the first title of his new company, "Why So Serious?"

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Daniel Pearson

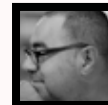
Purewal Consulting, Business Development Manager



➤ Dan is a business development manager at **Purewal Consulting**, focused on taking the hard work out of opening new revenue streams for indie clients of all sizes by facilitating a broad range of projects such as merchandising, IP iteration, PR planning and brand building. He is always in search of high-quality, low-hassle solutions which let our partners concentrate on their core business. Dan is an ex-games industry business journalist – beginning his games career at Eurogamer before spending seven years at the industry's leading publication, **GamesIndustry.biz**, leaving as a veteran European Editor in 2016.

Dave Chan

Quantum Integrity Software / Sound Designer



➤ Dave Chan ended up working at BioWare in the IT department after getting his Microsoft certification in 1999. The owners offered him a chance to make placeholder sounds for **MDK2**. They liked the sounds so much they wanted him to do the whole game. The rest, as they say, is history. In 2004 he struck out on his own to form Giant Sandbox. He worked on AAA titles like **Prey**, **Splinter Cell** and **Mass Effect** as well as smaller indie projects and casual games. He was asked by Aaron Marks to contribute to the second edition of The Complete Guide to Game Audio and contributed a section describing his experiences and process. Recently he was the Audio Director of Hinterland Games working on their first title "**The Long Dark**" and is currently working on the upcoming game **Dead Matter**.

Damir Slogar

Big Blue Bubble, CEO



➤ Damir has spent over 30 years in the game industry and been credited for **over 100 games** across 20 different platforms going back to the early days of the ZX Spectrum & Commodore 64. In the 90's he produced and hosted a live TV show devoted to video games and shortly thereafter started a successful video game magazine. At the turn of the century, he joined DICE where he worked on the **Battlefield series**. In 2004 Damir founded Big Blue Bubble, a Canadian studio that has produced numerous mobile hits like **Burn The Rope** and **My Singing Monsters**.

Dan Luffey

Dangen entertainment, Overlord of Localization



➤ Dan has built up over 10 years of localization and translation experience in fields such as **literature**, **manga**, and of course, **video games**. Aside his love for awesome games, Dan is passionate and dedicated to giving localization (and localizers) the kind of environment and care that he's always wanted to experience as a localizer himself. Dan believes that the quality of one's work environment greatly affects the quality of one's work, so he utilizes honest, direct **communication between developers and localizers** in order to allow everyone's voice to be heard.

David Lightbown

Ubisoft, User Experience Director (Technology Group)



➤ David has been working professionally in the games industry for almost 20 years. He has spent the majority of his career focused on tools development and pipeline productivity. David speaks at conferences around the world on the topic of applying user experience techniques in the games industry. He is an Autodesk Master Award recipient, and is the author of: "**Designing the User Experience of Game Development Tools**". David currently holds the position of User Experience Director for the Technology Group at **Ubisoft Montréal**.

Daniel Boutros

Soul Hardware + Soul Arcade (stealth mode),
Exec Producer / Mysticism Defluffer



➤ Daniel Boutros started in the arcades at 14 winning and eventually organizing fighting game events. At 17, **SCEE** hired him on as their youngest assistant producer and he's been in service to games ever since. Working across mobile, console, PC, arcade and VR, he's worked mega-franchises like **Spider-Man** and **The Walking Dead**, and worn hats in almost every non-artist or programming role, eventually specializing in game design and production. 25+ years later, he's traveling the world learning ancient mystical practices. As a part time Exec Producer, he serves indie teams on one side. On the other, he demystifies the mystical to complete strangers

Deborah Guzman Barrios

Oculus, Developer Relations



➤ As part of the **Developer Relations** team at **Oculus**, Deborah works closely with developers and publishers during all phases of development. As a lifelong gamer, she is excited about VR and its potential to bring us into new uncharted worlds where we can experience anything.

Denis Dyack

Apocalypse, Founder & CEO



➤ Denis Dyack, a video game industry veteran of more than 25 years, is the Founder and CEO of **Apocalypse**. Currently working on **Deadhaus Sonata**, an Online Free to Play, Action RPG where you play the undead fighting the living. Previously, Denis founded **Silicon Knights**, one of the world's most successful independent developers. He created and led an unprecedented string of video game hits such as **Blood Omen: Legacy of Kain**, **Eternal Darkness: Sanity's Requiem**, **Metal Gear: Solid Twin Snakes**, and **Too Human**.

Derek Czerkaski

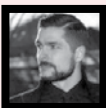
New World Interactive, Head of Production



➤ Derek entered the industry as a freelance writer when he was 18 years old, writing for numerous games media websites such as MMORPG.com. Over the past 6 years, Derek has worked with numerous AAA players in the industry, including **Funcom**, Epic Games, **Sony Bend Studio**, and Ubisoft, in various capacities. Most recently, he served **Tencent** as a Game Investment Analyst, where he evaluated hundreds of developers and studios across the globe. He recently joined **New World Interactive** to serve as their Head of Production, and will also be working with **Thin Air Games** as an advisor for their game incubation program.

Dino Patti

Coherence / JUMPSHIP, CEO / Executive Producer



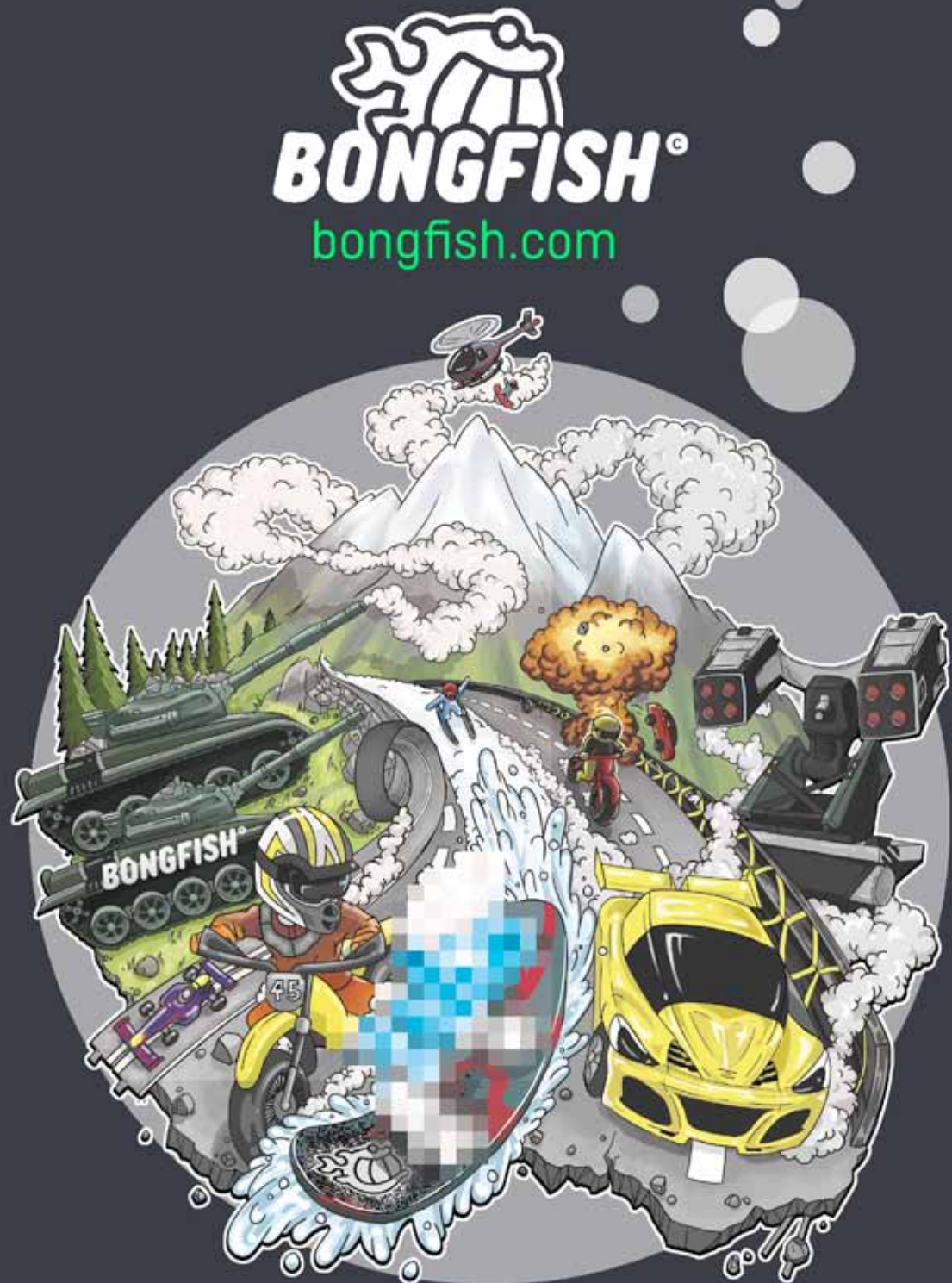
➤ With 15 years of experience in the games industry Dino Patti, has made a name for himself. Most notably he is known for his role in co-founding, scaling and running Playdead for almost 10 years while they developed and published the multi award winning titles **LIMBO** and **INSIDE**. Dino has had an advising role in several game and game related companies. In 2017 Dino founded JUMPSHIP with Chris Olsen, where the promising title **Somerville** is brought to life. Also recently he has Co-Founded **Coherence**, which he is a CEO of, a company that aims to democratize online game development.

Doug North Cook

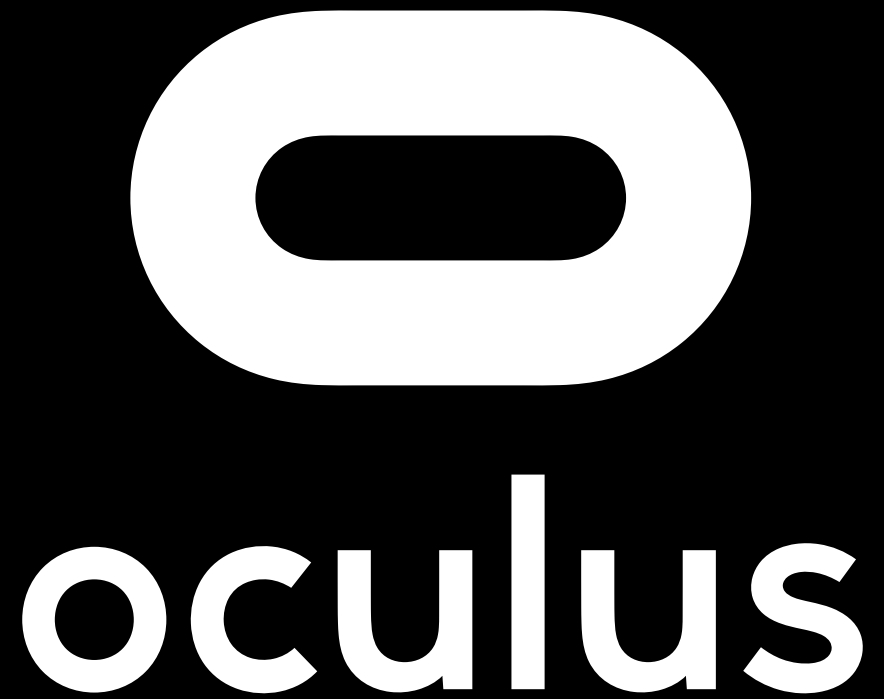
Chatham University / Fallingwater Institute
Researcher / Professor



➤ Doug is a designer, professor, and researcher focused on **immersive technology, experience design, and accessibility**. He is the founding faculty for the Immersive Media programs at **Chatham University**, lead instructor for the Immersive Design Residencies at **Fallingwater**, and is in production on **new VR game focused on using embodied audio** as a narrative tool. To better understand embodiment in games, human ability, and the nature of play, Doug is currently exploring a variety of architectural, furniture, and technology projects that play with the changing nature of what it means to be human.



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Elliot Christian

Serious Labs, Director of Art



➤ Elliot is a 15 year veteran of the Canadian Game industry, starting out at **Pseudo Interactive** in Ontario, and then moving to **BioWare** in Alberta, and recently Serious Labs.

Over that time he has modeled vehicles and characters, created VFX, and lead teams across franchises including **Star Wars**, **Mass Effect**, and **Dragon Age**. He draws on this experience to guide the Serious Labs Art Department to create an immersive experience in our VR simulation and training products.

Emma Farrow

Kongregate, Senior Business Development Manager



➤ Emma leads Business Development for **Kongregate Publishing**, well known as the birthplace of Idle and as the pub team behind such mobile hits as

AdVenture Capitalist, **Animation Throwdown**, and **Bit Heroes**. Over the last 5 years, she has led developer relations, portfolio strategy, and expansion into new territories and platforms at Kongregate.

Gordon Van Dyke

Raw Fury, Co-founder and Director of Kingdom



➤ Gordon Van Dyke has a background in production and design with more than 10 years of experience at **Electronic Arts**, **DICE** and **Paradox Interactive**, before joining

Raw Fury In 2015. As a co-founder he helped shape Raw Fury into a burgeoning boutique indie games publisher. The first **game published by Raw Fury** was **Kingdom**, which Gordon in addition to his production duties also leaned into with design and balancing during the development. Besides leading the strategy of forging the Kingdom series into long lasting franchise, he also took the role as Game Director and Designer leading the entire development effort of **Kingdom Two Crowns**, the latest entry in the series

Graham McAllister

Games UX Strategist



➤ Graham helps teams by bringing rigour to the definition and evaluation of the player experience. His process for systematizing how teams think about their game and

the player aims to address perhaps the biggest issue in game development – namely that the process is broken. Previously he was founder of **Player Research**, a UX Research studio offering user research services worldwide and was acquired by **Keywords Studios** in 2016. Since leaving Player Research he has been working on a system which helps teams codify the player experience, and deliver it.

Grayson Chalmers

Epic Games, Art Outsource Manager



➤ Grayson has been in games for the last 14 years with a background as a 3d art generalist, a character animator, a producer, and then helping to build epic outsourcing

pipelines. He has worked on titles ranging from DC Universe Online while at SOE, Army Of Two: The Devil's Cartel at EA, to **Overwatch** and **Starcraft: Remastered** while at Blizzard Entertainment, and then at **Riot Games** working as the Art Outsource Director for the studio. He is now working at Epic Games managing the art outsourcing on **Fortnite**.

Greg Hart

Thin Air Labs, Partner



➤ Greg Hart is a partner in the **innovation ecosystem firm**, Thin Air Labs, that is launching **Thin Air Games (TAG)** to **grow a gaming sector out of Calgary**. He is also

the co-founder of a fledgling unschool – **Inception University** and **EvolveU** – that are aimed at producing cross-sectoral design competence applied to gaming, machine learning, full stack development and more. Greg has a formal background in kinesiology, ergonomics and critical thinking and has presented papers and workshops around the world. The first game he played was Pong and he was really good. When he wants to get yelled at, he referees lacrosse.

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remote control productions

Hannah Gamiel

Cyan, Development Director



➤ Hannah Gamiel is the Development Director at **Cyan, Inc.**, creators of award-winning games **Myst**, **Riven**, and **Obduction**. She's spent the last six years of her career as a software engineer working on titles by Cyan, **Thekla**, and Funomena, and now leads the development of Cyan's next 2D & VR title **Firmament**.

Harry Krueger

Housemarque, Game Director



➤ Starting his career as a coder with an undying passion for game design, Harry's appreciation of classic gameplay values made him a perfect fit for **Housemarque**, where

he has played his part in keeping the Arcade spirit alive for the past 10+ years. In recent years, he acted as Lead Programmer for the award-winning PS4 launch title **Resogun**, and later went on to direct its two expansions: **Heroes and Defenders**. He made his debut as Game Director with the explosive shooter **Nex Machina** in 2017, which became the studio's most critically acclaimed title to date. Currently Harry is at the helm of Housemarque's first foray into the **AAA space**, acting as Game Director for their biggest and most ambitious project yet.

Hendrik Lesser

remote control productions / EGDF, CEO / President



➤ Serial entrepreneur Hendrik is well known as CEO of the international production house **remote control productions** and President of the **European Game Developers Federation**. After

starting out in the industry as a Producer and Product Manager he has been building a family of independent development studios throughout Europe for over 13 years, which today consists of 13 teams in five countries with more than 270 passionate game makers. Hendrik is also a co-founder and Executive Producer of **Chimera Entertainment**, the 60 heads strong development studio behind the AAA mobile productions **Angry Birds Evolution** and **Angry Birds Epic** (100+ million downloads) and a yet to be announced title. Besides his roles as CEO and producer, Hendrik also is an avid lobbyist for the political and academic acceptance of video games as goods of cultural value.

SPEAKERS

REBOOT DEVELOP **RED** | 2019

Guðmundur Hallgrímsson (Mundi)

Klang Games, CEO



➤ From fashion design and production, graphic design, and directing short films, to painting and performance art, Mundi has been running his own creative business since he was 19. In 2013, he co-founded Berlin-based game development studio, **Klang Games**, which is currently developing the MMO Simulation, **Seed**. Klang's mission is to produce deep and meaningful massively multiplayer experiences that bring people closer together from all across the world.

Ivan Trancik

SuperScale, CEO



➤ As a CEO of SuperScale, Ivan pioneered a white-label publishing approach to help talented game developers to get invested, improve, market and scale their games under their own brand. Together with his

team he has worked to launch and scale over **100 games with over 2 billion downloads** – growth partners of **SuperScale** include fast growing game studios like **Fingersoft**, **Frogmind** (in partnership with **Supercell**), **BoomBit**, **DoDreams**, **Traplight**, **Paradox Interactive** and others. Some of the more notable games are **Hill Climb Racing 2** and recent launches of **Badland Brawl**, **Tanks A Lot** and **Darts Club**. Likes pineapples with pizzas on top.

Jack Attridge

Flavourworks, Creative Director / Co-Founder



➤ After a history in audio design, film-making, and games design across studios such as **EA**, **Rebellion**, **Mind Candy**, and **22cans**, Jack co-founded **Flavourworks** with the goal of merging the worlds of

film and games like never before. The studio's first title **ERICA** was published by Sony Interactive Entertainment for PS4 in August 2019. The studio's in-house, multi-platform **Touch Video technology** enables **Flavourworks** to make tactile environments in a seamless, cinematic, Live Action world. The studio has built a unique approach to marrying story and design, as well as a production workflow that merges game development with high-end filmmaking.

Jeff Hilbert

Starting Point Games, Advisor / Games Industry Entrepreneur



Jeff Hilbert is internationally recognized as one of the top business executives in the game industry and was recognized in Bloomberg Business Week Bloomberg

Businessweek Interview for his work in the gaming space. He has been involved in **securing over USD \$1,150,000,000 for game project based game funding**, studio funding, distribution partnerships and tools development. He is credited with founding **DDM** which he and his Partners built into the world's largest Agency focused in the Video Gaming space. In late 2015 Jeff sold DDM. Remaining as a Board Member and recently becoming an Advisor.

Jennifer Scheurle

ArenaNet, Lead Game Designer

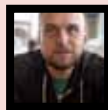


Jennifer Scheurle is an award-winning, world-travelling Game Designer and public speaker who has worked on 10+ released titles since she started working in the industry

8 years ago. Born and raised in Germany and with a Bachelor of Arts (hons) in game development, she has played her role in Europe's thriving indie game scene. She was named as one of the 100 most influential women in game development in 2016 by the Australian MCV Pacific. In 2017, she made MCV Pacific's **30 Under 30 list**. Her work as the Game Design Lead at Melbourne-based **Opaque Space**, mainly designing the internationally acclaimed Earthlight in collaboration with NASA won multiple awards including **Australia's GOTY** in 2017.

Joe Rozek

Arm, Developer Relations Engineer



Joe Rozek has been working in the gaming and smart toy space for 7 years. Filling roles as a **Technical Artist and a Developer**, Joe has worked on optimization, tools, and graphics for a cornucopia of shipped titles. Having recently joined **Arm**, Joe is working to help deliver Arm technologies to developers. He believes that the future of **mobile hardware** will be determined by content creators and great content.

Jakub Dvorský

Amanita Design, CEO / Creative Director



Jakub is the founder, game designer and creative director in Amanita Design, Czech based independent studio best known for games like **Machinarium**, **Botanica**,

Samorost series, **CHUCHEL** or **Pilgrims**. The studio is currently working on three upcoming games.

John Krajewski

Strange Loop Games, CEO / Founder



John Krajewski is founder and CEO of Strange Loop Games, a studio focused on evolving both entertainment and education by connecting them in shared virtual worlds.

He is currently designing the **US Department of Education funded game 'Eco'**, a virtual world where players must use science and engineering to build a civilization capable of stopping a meteor without destroying the ecosystem in the process. His background is the console games industry, having worked at EA and Midway prior to founding Strange Loop. After founding Strange Loop Games in 2009, he has led development on 6 titles including a suite of games for Amplify Education, and the **Steam and PlayStation Indie hit 'Vessel'**.

Jon Goldman

Greycroft / Skybound, Venture Partner / Managing Partner



Based in Los Angeles, Jon is Managing is a Board Partner at **Greycroft** and General Partner at **GC Tracker**, a seed fund focused on interactive Entertainment. Jon

is also a Partner at **Skybound**, an entertainment company best known for **The Walking Dead** and other top IPs. Previously, Jon served as board member and CEO for two portfolio companies at Jerusalem Venture Partners in videogames and online video. Jon was a founder, Chairman and CEO of **Foundation 9 Entertainment**, the largest independent videogame developer in the world at the time. Foundation 9's studios created hundreds of videogames based on top tier global brands such as **Star Wars**, **The Matrix**, **The Simpsons** and **Lord of the Rings**. Jon started his career at a boutique investment bank focused on US-Asia strategic deals.

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Jordan Logan

AMD, Sr. DevTech Engineer



➤ Jordan Logan is a Sr. Developer Technology Engineer on the **AMD Game Engineering** team working directly with game developers ensuring their games have kick-ass performance and look great on AMD GPUs. Jordan graduated from DigiPen with a focus on graphics and mathematics, he then got his start in the industry at **CONFETTI Interactive** before joining AMD. He is based in the AMD Bellevue office located in the greater Seattle area.

Jose Luis Palacios Vives

Oculus, Developer Strategy



➤ Jose studied International Relations, with a specialty in hyper-connected systems. And then never used any of it. Designed PM software until bored, decided games were life (games were love) joined a budding Kerbal team as **Lead Producer and Designer**. Later founding **Seven Headed Studios**, which Valve quickly devoured, he led a game team and found his other true love, helping indies. One day Oculus beckoned and Jose saw the future in the Quest's cameras. There Jose leads sourcing and funding for third party, where's he's found a happy life full of game development, cat herding and general mischief.

Justin Berenbaum

Xsolla, Vice President of Strategy



➤ Justin Berenbaum has more than 25 years of strategic development experience in the video game industry, with an emphasis on emerging markets. His career spans through publishing, international business development, sales, customer support, game development, strategy, and licensing for game developers and publishers, and related technology companies. Currently **Vice President of Strategy at Xsolla**, Berenbaum holds a B.A. in Economics from the University of California, Santa Cruz. He is currently a member of the **Global Game Jam Board of Directors**, and a former member of the **Board of Directors of the IGDA** (International Game Developers Association). Justin is also a former Music Director and Radio DJ.

Julie Heyde

VRUnicorns, Co-Founder / Game Designer



➤ Julie Heyde is part of @VRUnicorns/@FlatPonies and is stuck somewhere in-between VR & flat games dependent on her mood. You can find Julie in the surf, pool or around her horse Shayla + kitty Dia von Dragonslayer when she's not busy making quirky games in her unicorn onesie. The kitty that is. She makes games too.

Justin Lassen

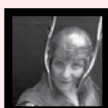
Nihil Studios, Composer / Sound Designer



➤ Composer. Remixer. Sound Designer. Visionary. With over **20 years of experience** in the music, film, tech, and video game industries, Justin is currently working as an award-winning **spatial audio designer for VR/AR/XR** projects. He has lent his production talents to iZotope, Cakewalk, Intel, DTS, Sony, Disney, Konami, Skybound, Hasbro, Lakeshore, Interplay, the United States Department of Defense, and many more.

Kate Edwards

Global Game Jam / Geogrify, Executive Director / CEO



➤ Kate Edwards is the CEO and principal consultant of Geogrify, a consultancy which pioneered content culturalization, and is the former Executive Director of the **International Game Developers Association** (IGDA). In addition to being an outspoken advocate who serves in several advisory/board roles, she is a geographer, writer, and corporate strategist. Following 13 years at **Microsoft**, she has consulted on many game and non-game projects for **BioWare, Google, Amazon**, and many other companies. Fortune magazine named her as one of the "10 most powerful women" in the game industry in 2013 and in 2014 was named by GamesIndustry.biz as one of their six People of the Year. In 2018, she was honored with **Reboot Develop Blue's annual Hero Award** and also presented with IndieCade's annual Game Changer Award. She is also profiled in the December 2018 publication Women in Gaming: 100 Professionals of Play.

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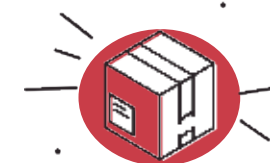
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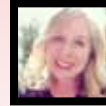
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ZAGREB FAIRGROUNDS, CROATIA



Kassi O'Connor

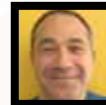
Glu Mobile, Director of Outside Services



➤ Kassi began her career in gaming over 10 years ago at **Griptonite Games** (F9E) as an Outsourcing Coordinator. Since then, she's worked on **over 75 titles**, been a Producer, and expanded the outsourcing & localization department to 11 studios worldwide. As an Outside Services Director, she currently runs all outside services for **Glu Mobile**, including external development, localization, and independent contractors. She enjoys working with external teams and implementing them so they feel ownership of the game they are working on. She's presented at numerous international and US conferences.

Keith Warner

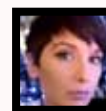
New World Interactive / TAG, President / Co-Founder



➤ Keith has been in the gaming industry for the past 8 years serving initially as a consultant to the founder of **New World Interactive**, Jeremy Blum, then as the company's CFO and now in the combined role of President and CFO. Keith is known as the 'iceberg spotter' on the team because of his ability to help New World successfully navigate the delicate balance between creativity and financial considerations. He was instrumental in bringing New World to Canada, and specifically Calgary and is one of the founders of the recently launched gaming incubator, **Thin Air Games** (TAG). Working with the other founders, Keith plans to grow TAG into a venture studio with a vision to **incubate as many as 50 game teams** / projects over the coming 3-4 years.

Lyndsey Gallant

Sonderlust Studio, Art Director / Co-Founder



➤ Lyndsey is the Art Director, UI/UX Designer, & Co-Founder of **Sonderlust Studios**, a new independent game studio creating an **unconventional systems-driven narrative title**. Lyndsey spent the previous years of her career **visually designing and art directing** a variety of mobile games that were enjoyed by over 50 million players.

Kevin Flynn

Mobile Game Partners, CEO / Co-Founder



➤ Kevin has over 10 years of mobile gaming experience and has worked in publishing and M&A for companies such as **Crowdstar** (acquired by Glu), **Kabam** (acquired by Netmarble), and **Z2Live** (acquired by King). Kevin has also helped dozens of mobile games successfully launch by working with Apple and Google to receive over 150 front page features driving hundreds of millions of installs. He has worked on over a dozen **Top 10 grossing games** so far in his mobile gaming career. Kevin also created one of the biggest viral videos of all time called "Peanut Butter Jelly Time" – last estimated by Time Magazine to have been viewed over 1 billion times.

Lesley Phord-Toy

Ubisoft, Corporate Affairs Director



➤ With a foundation in engineering from the University of Waterloo, Lesley Phord-Toy's 20-year career has ranged from software development for visual effects at Sony Electronics in Los Angeles, to video game development and production in Vancouver, Montreal, and Toronto. A **founding member of Ubisoft Toronto**, Lesley helped to grow the studio from 5 to 800 people and has led projects and teams on some of Ubisoft's biggest blockbuster franchises including **Tom Clancy's Splinter Cell**, **Assassin's Creed**, and **Watch Dogs**. In her current role as Corporate Affairs Director, Lesley is responsible for overseeing Ubisoft's strategic corporate initiatives related to government, institutions, and industry partners in Central and Western Canada.

Martin Middleton

Funomena, Co-Founder / CTO



➤ Martin Middleton is the Co-Founder and CTO of Funomena, an independent game studio based in San Francisco. Prior to Funomena, he was an engineer at thatgamecompany, where he contributed to the games **Flow**, **Flower**, and **Journey**. Martin is interested in the influence of technology on communities, both online and in-person.

Marek Ziemak

11 bit studios, Executive Producer

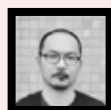


➤ Marek began his career in 2006 working as a tester and designer for CD Projekt RED in the **Witcher project**. He switched to level design and level art in the **Witcher 2:**

Assassins of Kings to finally find his true vocation as a game producer during the production process of the **Witcher 3**. Marek joined 11 bit studios in early 2014 and right away focused on supporting the external teams while helping internal devs every now and then. A graduate from the Faculty of Cybernetics at the Military University of Technology and an MBA program at Akademia Leona Koźmińskiego in Warsaw, Poland. Marek is also a lecturer at Warsaw Film School helping students prepare their bachelor projects.

Masatoshi Tokuoka

Writer / Game Journalist



➤ As a game reviewer and games media journalist Tokuoka-san contributed a lot to **4Gamer.net** (one of the largest online PC games media in Japan) for almost 10 years.

Also he has been a columns writer for Command Magazine Japanese Ed. (table top wargame magazine). Recently, as a game journalist, he edited a book named Games Now. 17 writers with special skills and knowledges (like Mr. Sho Sato) contributed articles, to make a "text book for beginners". It covers range of topic from game-economics to VR technology. As a game story writer, he participated in designing a main scenario for **Sen-no-Kaizoku** (SEGA).

Matthew Handrahan

GamesIndustry.biz, Editor-in-Chief



➤ Matthew has been writing about the games business for 12 years, for a variety of publications aimed at both consumers and developers. He is currently the **Editor-in-Chief** of

GamesIndustry.biz, an essential website covering both the art and business of video games. A true lover of open-worlds and RPGs, Matthew has patiently waited seven long years for the arrival of Red Dead Redemption 2, a wait that finally ended in the late 2018. Regardless of his patience, hopefully the next long-awaited title will come in his hands a bit sooner.

Mary Moran

Calgary Economic Development, President & CEO



➤ Mary became President and CEO of Calgary Economic Development in 2015. Under her leadership there has been greater focus on Calgary's competitiveness in the new economy; including the areas of

talent development, innovation, placemaking, and the business environment. At Calgary Economic Development, Mary led teams that created the city's promotional brand Calgary. **Be Part of the Energy**, the award-winning 2013 flood recovery campaign YYC is OPEN, and oversaw development of two iterations of the city's economic strategy, Calgary Building on our Energy and Calgary in the New Economy. Mary is the **CEO of the \$100 million Opportunity Calgary Investment Fund** and recently led Calgary's effort to bid on the **2026 Winter Olympic and Paralympic Games** as the CEO of Calgary 2026 Bid Corporation.

Matt Turner

Electronic Arts, Narrative Creative Director

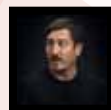


➤ Matt Turner is a writer and director with over twelve years' experience in the games industry. From shooters (**Army of Two, Splinter Cell, Battlefield**), to open world adventures (**Assassin's**

Creed Series), to sports narratives (**FIFA**), he's sought to tell the best stories that only games are capable of, striving for ludo-narrative harmony and deep characters that compliment mechanics and draw players in. Matt moved from Quebec to Vancouver with his family in 2014 where he continues to ply his trade as a Narrative Creative Director for **Electronic Arts**. Matt's been nominated for the Writer's Guild of America and Writer's Guild of Great Britain awards twice respectively, and won the Writer's Guild of America's Award for Excellence in Video game Writing. He's also been nominated for a BAFTA and Game Critic's Choice awards.

Matt Conte

Oculus, Head of Developer Relations Engineering



➤ With nearly 20 years in the game industry under his belt as a programmer, Matt and his team help developers ship their titles on all **Oculus** platforms at the highest quality. Prior to Oculus, he was

engine programmer at Activision's **Vicarious Visions**, maintaining a proprietary cross-platform game engine and toolset that powered the Skylanders franchise, and the Crash Bandicoot and Spyro the Dragon HD remasters.

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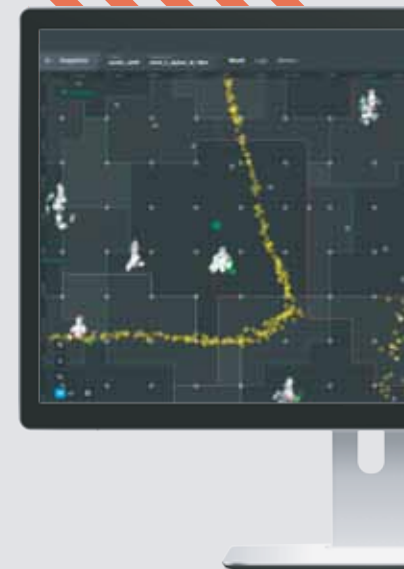
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Aaryn Flynn was General Manager of Bioware and is now GM of Improbable North America, creating his own online RPG. Find out about how SpatialOS has enabled him to develop faster than ever before at his keynote on the main stage at 10am, 31 October:

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SPEAKERS

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Mike Wilson

Devolver Digital / Good Shepherd, Founding Partner



From his start at id Software to co-founding **Ion Storm**, Gathering of Developers, Gamecock Media, **Devolver Digital** and **Good Shepherd**, Mike has consistently done one thing: worked to tilt the scales in favor of independent developers. He and his longtime partners have done it like no others, on their own terms, without compromise, thusly enabling a great many independent artists to do the same and to become financially independent. As Mike reflects on his **25th year of active duty**, he has a few choice things to say about where the industry has come from, is now, and where it needs to change.

Nader Alikhani

Atomhawk, Creative Development Director



As Creative Development Director, Nader draws upon his **14 years worth of experience** as an artist and designer in the games industry to aid Atomhawk's current and prospective clients to **identify their visual needs and deliver tailored creative solutions.**

Nels Anderson

Sonderlust Studios, Creative Director / Co-Founder



Nels is the Creative Director and Co-Founder of **Sonderlust Studios**, a new independent studio creating an unconventional systems-driven narrative game. Previously he was the lead designer on **Mark of the Ninja** at Klei Entertainment and then helped create **Firewatch** with **Campo Santo**. He is probably the only Canadian game developer who was born and raised in Wyoming.

Nikola Cavic

GameBiz Consulting / SGA, CEO / Chairman



Nikola Čavić is CEO at the **GameBiz Consulting**, a boutique business consulting firm for the video games industry. Nikola sits on the board of directors in a few companies and is also a Chairman at the **Serbian Games Association**, which he founded in 2018. Previously, he served seven years as the Head of Business Development at **Nordeus** and he spent five years with the **CCP Games** where he was responsible for global distribution of **EVE Online**. During his career, Nikola was involved in a number of international projects with global leaders in the sports & games industry

Nikolai Petrov

Saber Interactive, Senior Rendering Programmer



Nikolai Petrov is a Senior Rendering Programmer at **Saber Interactive**, based in Saint-Petersburg, Russia. You can find him pushing the visual quality and improving the performance of **Saber's own game engine**. His main professional interests include various shading/material technologies and CPU/GPU optimization techniques. He has worked in the game industry for almost 8 years.

Nuno Subtil

Nvidia, Sr. Devtech Engineer



Nuno Subtil is a Devtech Engineer at **NVIDIA**, where he helps game developers write high-performance graphics code, with a particular focus on the **Vulkan API**. His past work includes physically-based rendering techniques, engineering graphics drivers, research on bioinformatics algorithms for NVIDIA GPUs and building high-throughput DNA sequencers.

Patrice Désilets

Panache Digital, Co-Founder / Creative Director



➤ Patrice is at the head of Panache Digital games, an independent Montreal-based studio he co-founded in 2014. With close to 22 years of game design under the belt, he

his mostly known for his work on **Prince of Persia: The Sands of Time** and as the creative director behind the global success franchise **Assassin's Creed** from his years at Ubisoft Montreal. His first independent and highly expected title **Ancestors: The Humankind Odyssey** on the evolution of human-kind is nearing its completion and it will be released in August of 2019.

Dr. Patrick Finn

University of Calgary, Head of Computational Media Design



➤ Dr. Patrick Finn studies everything but focuses on one thing: **techné**. He has more education than is advisable, yet won't stop studying, so some sort of intervention seems inevitable. Finn

has worked as a professional **programmer, musician, writer, designer, actor, corporate leader**, and built and sold a media company. He has lectured, taught, and led workshops throughout North America, The United Kingdom, Europe, Japan, and China. He works with artists, athletes, business leaders, governments, private and public companies, and individuals to improve performance (aka techné).

Poria Torkan

Bungie, Executive Producer Publishing

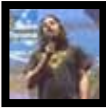


➤ Poria started his career in 2006 as a tester at Publishing house **Playlogic Entertainment** in Amsterdam. Within a year, he transitioned into production and eventually

moved to development at **Guerrilla Games** where he contributed to **Horizon: Zero Dawn** and the **Killzone** titles. Five years ago, he crossed the Atlantic to work at Bungie, his childhood dream studio. His current efforts are production, marketing and most recently, helping establish international self-publishing for the **Destiny** franchise.

Rami Ismail

Vlambeer, CEO



➤ Rami Ismail is the Business & Development Guy at Vlambeer, a Dutch independent game studio known best for **Nuclear Throne**, **Wasteland Kings**, **Ridiculous**

Fishing, **Super Crate Box**, **LUFTRAUSERS**, **GUN GODZ**, **Serious Sam: The Random Encounter** & **Radical Fishing**. Believing sharing knowledge openly is the cornerstone of independent development, Rami has spoken on a variety of subjects at dozens of game events around the world. His current big project is organizing **Gamedev.world**, a truly unique online game developers conference as well as working on his latest game.

Rand Miller

Cyan, CEO / Co-Founder



➤ Rand Miller comes from the trail-blazer end of the video game industry – meaning he has gray hair. Rand and his brother Robyn **founded Cyan** about 30 years ago with the

release of **The Manhole** – an award winning world for kids. Cyan has created everything from small mobile games to MMOs, including the blockbusters **Myst** and **Riven**. Even though **Myst** is now officially a museum-piece, he optimistically feels that his best years are ahead. Please humor him.

Raphael van Lierop

Hinterland, Founder/CEO & Creative Director



➤ Raphael is the Founder, CEO, and Creative Director at **Hinterland**, and creator of the **THE LONG DARK**. Over the past 18 years, Raphael has written, directed, produced, &

designed for several award-winning titles including **Company of Heroes**, **Dawn of War**, **Space Marine**, and **Far Cry 3**. In 2012, he founded Vancouver-based **Hinterland**, an independent studio described by **Wired Magazine** as “absolutely riddled with triple-A veterans” Its first title, **THE LONG DARK**, has become a worldwide phenomenon, selling over 3M copies in over 190 countries and earning 90%+ positive player reviews on all platforms.

INDIE & HERO AWARDS

FRIDAY
5:30 PM - 6:30 PM
MADHEAD GAMES STAGE

POWERED BY



Richard Rouse III

Creative Director, Designer, Writer & Consultant

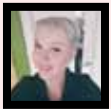


Richard Rouse III is a creative director, designer, writer and consultant whose most recent title is the action-infiltration/narrative game **The Church in the Darkness**.

Past projects include *The Suffering*, *State of Decay*, *Quantum Break*, *Drakan: The Ancients' Gates*, *Damage Incorporated* and *Odyssey: The Legend of Nemesis*, and he has consulted on numerous other titles. Previously he was a Design Director/Lead at Microsoft Studios, Ubisoft Montreal, Midway and Surreal Software. Rouse wrote the popular book **Game Design: Theory & Practice** and is a frequent speaker on game design and interactive storytelling at conferences and universities.

Ryley Meville

Serious Labs, Software Designer



Ryley is a Designer at Serious Labs, designing training scenarios for heavy machinery simulators. Currently she is working on making **Mobile Elevated Work Platform**

scenarios with airplanes and an unannounced project/product. In a past life, Ryley worked in Archaeology, messing up the archaeological record in the best way possible (with evidence). She has a passion for all things coffee.

Scott Langevin

Serious Labs, Executive Director, Product



In his 20+ years in the technology industry, Scott has earned experience in a variety of disciplines developing **award winning AAA video games and educational**

technology products. Gifted with strong product design sensibilities and an in-depth knowledge of the technology development process, Scott is uniquely positioned to provide **Serious Labs** with the guidance necessary to create a world-class product development studio.

Robin Hunicke

Funomena, Co-Founder / CEO



Robin Hunicke is the Co-founder of the independent, San Francisco game studio Funomena. Her titles include *Luna* (PS4), **Journey** (PS3), *Boom Blox* (Wii) and *MySims* (Wii).

She is also Professor of Art at UC Santa Cruz, **Director of the Art Games & Playable Media** BA and the Digital Arts and New Media MFA. Robin is also an outspoken evangelist for diversity of thought and participation in both design and business. She believes that by broadening the game community and expanding the feelings game designs explore, developers will make better, more broadly appealing games.

Ste Curran

Game designer, writer, broadcaster

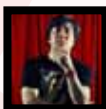


Ste Curran is a game designer, writer and broadcaster. He's perpetually working on games he can't talk about, just like you, so instead of breaking NDAs he writes

lengthy monologues about love, death and videogames, and *Kills The Games Industry* over and over again exclusively at Reboot. His radio show, **One Life Left**, is the longest-running videogame radio show in the world and he hosts **Maraoke**, the amazing modded karaoke night. Taylor Swift replied to him 13/3/2013.

SUDA51

Grasshopper Manufacture Inc., CEO / Game designer



Joined the videogame industry as a "planner" at Human Entertainment in 1993. After his work on *Super Fire Pro Wrestling* and *Moonlight Syndrome*, he went

independent and found Grasshopper Manufacture Inc. in 1998. He has worked on many titles as the director, scenario writer and game designer. Some of his major work includes *Silver Case*, **killer7**, *No More Heroes* series, **Shadows of the Damned**, *Lollipop Chainsaw* and *Killer is Dead*. His newest big project is **No More Heroes 3** which was just announced recently.

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SPEAKERS

REBOOT DEVELOP RED | 2019

Stephane Cotichini

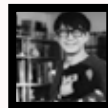
81monkeys, CEO



➤ Stephane Cotichini is the founder and CEO of Vancouver-based indie game studio **81monkeys**, and Senior Associate at **Gender Intelligence Group (GIG)**. He has spoken at numerous events including the California Women's Conference. For the past 10 years, Stephane has worked with **Fortune 500 companies** to bring gender diversity and inclusion into the workplace. Stephane is passionate about the important role Gender Intelligence plays in transforming workplace cultures into ones that are inclusive. A video game designer by trade, Stephane has worked specifically with technology giants such as Zappos and Twitter to bring this transformation to the traditional "Boys' Club" culture of the technology industry. Along with his role at GIG, Stephane has founded 5 companies. Stephane is also a father of four boys, and believes that the best contribution he can make to the world is to raise gender intelligent young men.

SWERY / Hidetaka Suehiro

White Owls Inc., CEO



➤ Swery is one of Japan's representative indie developers. He's been working in the game industry for 24 years, and continues to create unique, spirited work based on the slogan: From Osaka to all of YOU around the world. His representative works include **Deadly Premonition**, **D4: Dark Dreams Don't Die**, **Spy Fiction**, among others. His newest game **MISSING: J.J. Macfield and the Island of Memories** has received high praise for its anthropological value, such as being nominated for the Games for Impact category in the Game Awards 2018. In 2019, it won 2 NAVGTR Awards, one award at Japan's biggest indie game show, BitSummit, and an Etna Comics Award at the biggest award ceremony in southern Italy. His next game, **The Good Life** is scheduled for release in 2019 and he has just announced that he is working intensively on **Deadly Premonition 2** as game director!

Thierry Boulanger

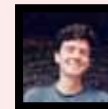
Sabotage, CEO / Creative Director



➤ Thierry is mostly known as the designer and writer of **The Messenger**, Sabotage's first title released in August 2018. After gathering experience on the production floor as a lead gameplay programmer for 8 years, he felt ready to dive into the indie life and co-founded **Sabotage** in 2016, where he would bring to life the games he first imagined as a kid. An advocate for personal growth, he strongly believes that embracing one's vulnerability is the best way to fuel the creative process.

Thomas van den Berg

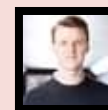
noio, Developer and Designer



➤ Thomas van den Berg started to explore game development in the early 2010's. His first goal was to animate a horse. From this spawned new goals, such as putting somebody on top of the horse, and giving them things to do and interact with. The person became a monarch. The land became populated with people, one thing kept leading to another, and soon the minimalistic strategy game **Kingdom** was born. **The Kingdom series** has since soared and exceeded **4 million units**. Being a creative individual, Thomas has continued to explore the medium and lately been working on a project called **Garbage Country**.

Tim Wilson

Atomhawk, Managing Director



➤ With over 16 years' experience working in creative agencies, Tim specialises in leading and managing external art teams. He heads up Atomhawk, a leading visual development partner with studios in the UK and Canada, currently celebrating its 10th year anniversary. Notable projects include **Mortal Kombat 11** (WB Games / NetherRealm), **Minecraft Earth** (Microsoft) and **11:11 - Memories Retold** (Aardman / Namco Bandai).



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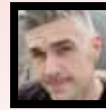


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Tom Ohle

Evolve PR / Terminals.io, Director



➤ Founder and co-owner of leading video game marketing agency, **Evolve PR**, Tom has been promoting video games for **nearly 20 years**, working with industry stalwarts like

CD PROJEKT RED, Epic Games, Funcom, Paradox, SEGA/ATLUS, and many more. Tom and his team have always tried to stay one step ahead in a rapidly-changing industry, but amid unprecedented competition, declining influence of traditional media, and streamers and YouTubers focusing on an ever-smaller number of releases, the future of game promotion is entirely unclear. Bad news for someone who's made a living in PR?

Tramell Ray Isaac

illfonic, Studio Art Director



➤ With 25 years of experience Tramell has had the pleasure of working on a number of notable titles; **Fallout**, Fallout 2, Ice Wind Dale, Neverwinter Nights 2,

PlanetSide, PlanetSide 2, Duke Nukem Forever, and Lawbreakers. Tramell is also widely known as designer behind creation of Fallout's original **Vault Boy**. He is now working with illfonic as the Studio Art Director to bring to market their upcoming title, **Predator: Hunting Grounds**.

Zak Parrish

Epic Games, Technical BizDev

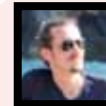


➤ Zak has spent the last seven years at Epic Games focused on helping developers ship their games with **Unreal Engine**. From developing **in-depth tutorials**, helping with Epic's

games and special projects, all the way to hands-on work with game studios, Zak works to make sure Unreal projects are shipping at maximum potential. As a part of Epic's Unreal Engine business development team, he gets to work directly with a wide variety of studios to help get their Unreal projects from initial proposal to on players' screens.

Tobias Kopka

Ludicrous / Reboot, Festival Director / Head of Community Relations



➤ Tobias is experienced international networker and program director, with a long-term background in the demoscene from the 90s on. Nowadays he is Festival

Director of **Ludicrous Zürich Game Festival** and Head of Community Relations at **Reboot Develop** keeping relations to everybody in shape. Before joining the Reboot mission Tobias has been heading the Conference & Program Direction of **Quo Vadis**, Berlin for more than five years and was also a major force behind **Respawn** – Gathering of Game Developers in Cologne, also supporting the inception of **devcom**, to name only a few conferences and professional events he curated with his vast background in tech, art and science for more than 10 years.

Victor Malineau

Consultant



➤ Victor joined the industry as part of the **Might & Magic** creative direction team at Ubisoft in 2013. He helped shape up the fantasy universe of the various titles from

the RPG **Might & Magic X**, to the critically acclaimed card game **Duel of Champions**. From 2015, he kept following the new **Might & Magic** projects as Content Manager and brand expert which led to the successful releases of **Might & Magic Era of Chaos** and **Heroes Dynasty**, hit Chinese mobile games. Currently based in Japan, he launched his independent creative services consultancy and business development in 2018. He is currently providing exciting new projects with both story writing and art direction and promoting Japanese indie games around the world.



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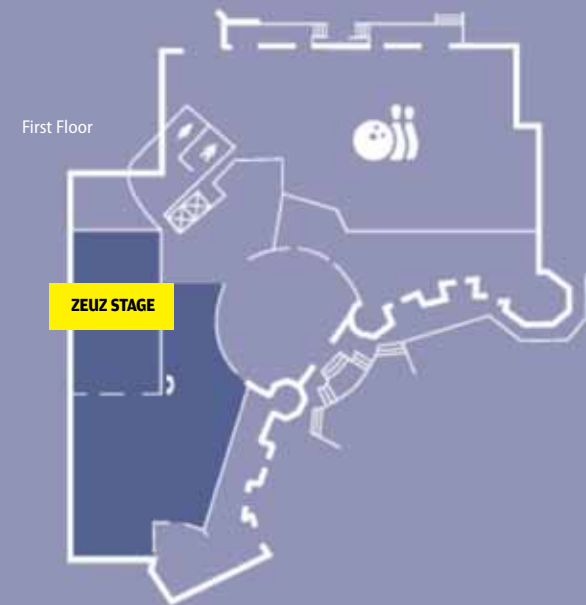


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WEDNESDAY 30.10.2019

	MADHEAD GAMES STAGE	AMD STAGE	KHRONOS GROUP STAGE
10:00 - 11:00 AM	Opening Ceremony: Damir Durovic (Reboot), Patrice Désilets (Panache Digital Games) Keynote: Goichi Suda, Grasshopper Manufacture Reviving Travis Touchdown: Restructuring the NO MORE HEROES Series		
11:00 - 11:30 AM	Coffee Break powered by Innovate Edmonton		
11:30 AM - 12:30 PM	Rand Miller and Hannah Gamiel (Cyan) 30 Years in the Making: The Indie Evolution of Cyan Business Industry	Hendrik Lesser (rc productions) Principles to run game companies - survival, sustainability and success Business	Benjamin Mitchell (Samsung) Mobilising Call of Duty: Bringing a Blockbuster title to Android Tech
12:30 - 01:30 PM	Patrice Désilets (Panache Digital Games) The Courage to Be Different: Ancestors Post-Mortem Design	Tom Ohle (Evolve PR) The Evolution of PR - Adapt or Die Business Industry	Nuno Subtil (Nvidia) Bringing Ray Tracing to Vulkan Tech
01:30 - 03:00 PM	Lunch Break		
03:00 - 04:00 PM	Raphael Van Lierop (Hinterland) Fireplace chat, moderated by Matthew Handrahan Industry	PANEL: Future of UX Graham McAllister, David Lightbown (Ubisoft Montréal), moderated by Richard Rouse Design	Aleksander Kauch (11 bit studios) Between the player and the game - programming user interface Tech
04:00 - 05:00 PM	Austin Wintory From JOURNEY to ERICA - A look at interactive music systems Audio Design	Tramell Ray Isaac (Ilfionics) The Game Developers Guide to Leadership Business	Mundi Vondi (Klang Games) Next Gen Multi-Player Tech
05:00 - 05:30 PM	Coffee Break powered by Innovate Edmonton		
05:30 - 06:30 PM	Ste Curran Killing the Games Industry 2019 Industry	Alexander Fernandez (Streamline Media Group) The Rise of Southeast Asia: Expand development & find new fans Industry	Kevin Flynn (Mobile Game Partners) Launching Mobile Games in a Crowded Ecosystem Business

WEDNESDAY 30.10.2019

	OCULUS STAGE	BIG BLUE BUBBLE STAGE	ZEUZ STAGE
10:00 - 11:00 AM			
11:00 - 11:30 AM	Coffee Break powered by Innovate Edmonton		
11:30 AM - 12:30 PM	Chris Jurney (Oculus) VR Business Best Practices Industry	Matt Turner (EA) The Character of Play - Emotional character moments through cinematic storytelling and game mechanics Design	Jon Goldman (Greycroft / Skybound) Watch Out, Hollywood. Stories Got Game! Design
12:30 - 01:30 PM	Matt Conte (Oculus) OpenXR: A New Standard for Extended Reality Tech	Damir Slogar (Big Blue Bubble) Stop Making Sense - Evolution and the changes in the direction of independent studios Business	Graham McAllister (Independent) SYNC: A Practical System for Defining the Player Experience and Creating Successful Teams Design
01:30 - 03:00 PM	Lunch Break		
03:00 - 04:00 PM	Doug North Cook (Chatham University), Hannah Gamiel (Cyan), Alex Schwartz (absurd:joy) Screens to HMDs Fireside Chat: Transitioning your Studio from traditional games to VR Tech	Anna Carolin Weber (Independent) Creating Common Ground: Artistic Methods for Collaboration, Exchange and Interaction Workshop	PANEL: Current and future challenges for PR in games Tom Ohle, Ante Vrdelja, Dan Pearson, moderated by Matt Handrahan Industry
04:00 - 05:00 PM	Bruce Wooden (Oculus) The Exciting and Challenging Future of VR Content Industry	Anna Carolin Weber (Independent) Creating Common Ground: Artistic Methods for Collaboration, Exchange and Interaction Workshop	Jeff Hilbert (Starting Point Games) Building a AAA Studios: Common Success Factors Business
05:00 - 05:30 PM	Coffee Break powered by Innovate Edmonton		
05:30 - 06:30 PM	Cristiano Ferreira (Oculus) Deep(ish) Dive on Oculus Quest Optimization Tech		Jack Attridge (Flavourworks) Building a studio, a technology, and a debut game using a Live Action Audio Design

THURSDAY 31.10.2019

	MADHEAD GAMES STAGE	AMD STAGE	KHRONOS GROUP STAGE
10:00 - 11:00 AM	Keynote: Aaryn Flynn (Improbable) Design, Play, Disrupt: The Tools to Empower Game Developers Tech Industry		
11:00 - 11:30 AM	Coffee Break powered by Innovate Edmonton		
11:30 AM - 12:30 PM	Keith Warner (NWI), Greg Hart (Thin Air Labs) Building a gaming ecosystem out of Thin Air! Business Industry	Justin Berenbaum (Xsolla) Fund-U - Market, Games, Development Budgets, Project Financing vs. Equity Funding Business	Arseny Kapoulkine (Roblox), Joe Rozek (ARM) Getting Faster and Leaner on Mobile: Optimizing Roblox with Vulkan Tech
12:30 - 01:30 PM	Emma Farrow (Kongregate) Reboot Your Monetization Strategy with In-Game Ads Business	PANEL: Future of the Alberta Games Industry Chris Bain (BioWare), Aaryn Flynn (Improbable), Keith Warner (New World Interactive), Scott Langevin (Serious Labs) Business Industry	PANEL: Is tech innovation important to evolve games? Moderated by Dino Patti Business Industry
01:30 - 03:00 PM	Lunch Break		
03:00 - 04:00 PM	Rami Ismail (Vlambeer) Rami talks about.... Industry	Harry Krueger (Housemarque) The Arcade Spirit - A Nex Machina retrospective Design	Jordan Logan (AMD), Nikolai Petrov (Saber Interactive) World War Z – Using Vulkan to Tame the Zombie Swarm Tech
04:00 - 05:00 PM	Swery 65 (White Owls) WHITE OWLS ARE NOT WHAT THEY SEEM Business	Chris Remo (Valve) Reactive Narrative Design: Story Mechanics in Firewatch Design	Andy Moore (absurd:joy) Lightning prototyping: when rapid isn't fast enough Design
05:00 - 05:30 PM	Coffee Break powered by Innovate Edmonton		
05:30 - 06:30 PM	Thomas Van Berg and Gordon van Dyke (Raw Fury) Kingdom: It Will Last! A tale of a flash game that became bigger than anyone dreamed possible! Design	Tim Wilson and Nader Alikhani (Atomhawk) COLLABORATE TO COMPETE – Creating Successful External Art Partnerships Industry	PANEL: Creating worlds while being on time and budget Poria Torkan (Bungie), Harry Krueger (Housemarque), Marek Ziemak (11 bit studios), moderated by Dan Pearson

THURSDAY 31.10.2019

	OCULUS STAGE	BIG BLUE BUBBLE STAGE	ZEUZ STAGE
10:00 - 11:00 AM			
11:00 - 11:30 AM	Coffee Break powered by Innovate Edmonton		
11:30 AM - 12:30 PM	Deborah Guzman Barrios (Oculus) The more things Change... Trends in VR Industry	Ivan Trancik (Superscale) Capturing Value in Mobile Gaming: What Do You Need To Break Into And Stay In Top 500 Grossing Games Business	Lyndsey Gallant and Nels Anderson (Sonderlust Studio) Maybe The Internet Is Good Sometimes: The Totally Remote Game Studio Business Industry
12:30 - 01:30 PM	PANEL: Upcoming challenges of AR/VR development Elliot Christian (Serious Labs), Cy Wise (absurd:joy), Julie Heyde (VRUnicorns) Tech	Derek Czerkaski (New World Interactive) Evaluations and the Business of Game Investments Business	Andrew Czarnietzki (Only by Midnight) How to feed your unicorns (deploying interdisciplinary developers) Business
01:30 - 03:00 PM	Lunch Break		
03:00 - 04:00 PM	Cy Wise (absurd:joy) Reactive VR Design: Designing for the weird shit that humans do Design	Anna Carolin Weber (Independent) Creating Common Ground: Artistic Methods for Collaboration, Exchange and Interaction Workshop	Keith Warner and Derek Czerkaski (New World Interactive) Building a kick-ass team: Culture, skills & alignment Business
04:00 - 05:00 PM	Robin Hunicke and Martin Middleton (Funomena) Fireplace Chat: 7 years of Funomena: Riding the Waves of an Experimental Indie Game Studio Business Industry	Anna Carolin Weber (Independent) Creating Common Ground: Artistic Methods for Collaboration, Exchange and Interaction Workshop	Denis Dyack (Apocalypse Studios) The New Medium of Video Games Industry
05:00 - 05:30 PM	Coffee Break powered by Innovate Edmonton		
05:30 - 06:30 PM	Aleissia Laidacker (Magic Leap) How Emerging Technologies Will Change the Games We Play (AR, MR, AI) Tech		Ste Curran Things We Lost Industry

FRIDAY 01.11.2019

	MADHEAD GAMES STAGE	AMD STAGE	KHRONOS GROUP STAGE
10:00 - 11:00 AM	Keynote: Mike Wilson (Devolver Digital / Good Shepherd) Mike Wilson Has Some Sh** To Say About The Games Industry Industry		
11:00 - 11:30 AM	Coffee Break powered by Innovate Edmonton		
11:30 AM - 12:30 PM	XDS PANEL: Scale, Scale, Scale! Level-Up Your External Development Kassi O'Connor, Grayson Chalmers, Carla Rylance, Tim Wilson, moderated by Chris Wren Business	Thierry Boulanger (Sabotage) Designing The Messenger: how embracing vulnerability can fuel the creative process Design	Zak Parrish (Epic Games) Overcoming Early Challenges in Unreal Engine Tech
12:30 - 01:30 PM	PANEL: The business of making games: insights from industry vets Mary Moran, Chelsea Hallick, Lesley Phord-Toy, Patrick Finn, Chris Bain, Derek Czerkaski Business Industry	Kate Edwards (Geogrify) Building Better Worlds through Game Culturalization Business Industry	PANEL: Under the hood, choosing the right engine for your project Andrej Levenski (Gamepires), Aleksander Kauch (11 bit studios), Andy Moore (absurdjoy) Tech
01:30 - 03:00 PM	Lunch Break		
03:00 - 04:00 PM	David Lightbown (Ubisoft Montréal) The Power of Patterns: User Experience and game development tools at Ubisoft Design	PANEL: Fireplace Chat: The Japanese Indie Industry You Never Heard About Victor Malineau and Daichi Sato and Masatoshi Tokuoka Industry	Daniel Boutros (Soul Hardware + Soul Arcade) What analyzing the Ancient World has taught me about existence as a video game we're all playing Design Industry
04:00 - 05:00 PM	Jennifer Scheurle (ArenaNet) Hidden Game Design and the end-less Difficulty Discussion Design	Kate Edwards (Geogrify), Tobias Kopka (Reboot), Nikola Cavic (SGA) Building a sustainable local community Industry	Jakub Dvorsky (Amanita Design) Interactive Fairy Tales - Animated films, fairy tales and magic of the unspoken narrative Design
05:00 - 05:30 PM	Coffee Break powered by Innovate Edmonton		
05:30 - 06:30 PM	Reboot Develop Indie Award powered by Xsolla, Reboot Hero Award and Closing Ceremony hosted by Ste Curran		

FRIDAY 01.11.2019

	OCULUS STAGE	BIG BLUE BUBBLE STAGE	ZEUZ STAGE	
10:00 - 11:00 AM				10:00 - 11:00 AM
11:00 - 11:30 AM	Coffee Break powered by Innovate Edmonton			11:00 - 11:30 AM
11:30 AM - 12:30 PM	Jose Luis Palacios Vives (Oculus) Perspectives on Successful Game Pitching Business	Chet Faliszek (Stray Bombay Company) Priming Culture Business Industry	John Krajewski (Strange Loop Games) Changing the Narrative of Climate Change with Games Design	11:30 AM - 12:30 PM
12:30 - 01:30 PM	Julie Heyde (VR Unicorns) Why VR? It's just a game... The pitfalls of making small cool experimental VR games Design	PANEL: Unpopular advice to indie studios Marek Ziemak (11 bit studios), Jakub Dvorsky (Amanita Design), Gordon van Dyke (Raw Fury), moderated by Richard Rouse Business Industry	Justin Lassen (Nihil Studios), Dave Chan (Quantum Integrity Software) Field Recording for Video Games: A Journey Around the World Audio	12:30 - 01:30 PM
01:30 - 03:00 PM	Lunch Break			01:30 - 03:00 PM
03:00 - 04:00 PM	Ryley Meville and Alex Stickel (Serious Labs) Solving for User Discomfort: Motion in VR Tech	Marek Ziemak (11 bit studios) Children of Morta postmortem. How our game mechanics became our production methodology Design	Brenda Bailey (DigiBC), Stephane Cotichini (81monkeys) How Understanding Gender Differences Can Accelerate Performance Business Industry	03:00 - 04:00 PM
04:00 - 05:00 PM	Doug North Cook (Chatham University) Designing for Human Bodies: Adventures in Meatspace Design			04:00 - 05:00 PM
05:00 - 05:30 PM	Coffee Break powered by Innovate Edmonton			05:00 - 05:30 PM
05:30 - 06:30 PM				05:30 - 06:30 PM

A night photograph of the Fairmont Banff Springs hotel, a large, multi-story stone building with many lit windows and a complex roofline with multiple gables and chimneys. The building is set against a dark, forested background. The image is framed by large, dark, triangular shapes in the corners, creating a sense of depth and focus on the hotel.

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