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# REBOOT DEVELOP **BLUE** DUBROVNIK **2025**

*10th anniversary edition*

14th - 16th of April

CONFERENCE BOOKLET

PROUD PARTNERS:

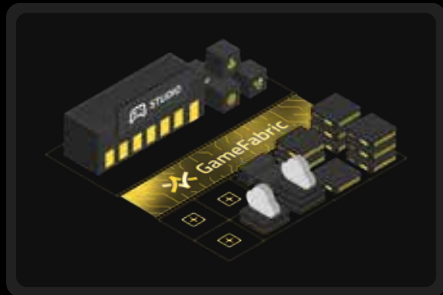


PATRONS OF FINE DIGITAL ART AND ENTERTAINMENT:



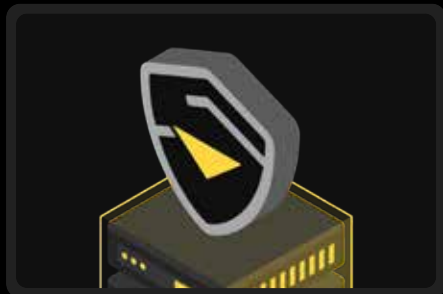
PATRONS OF FINE DIGITAL ART AND ENTERTAINMENT:





### Multiplayer Servers

Owned Bare Metal around the world, top ping, high performance hardware, etc.

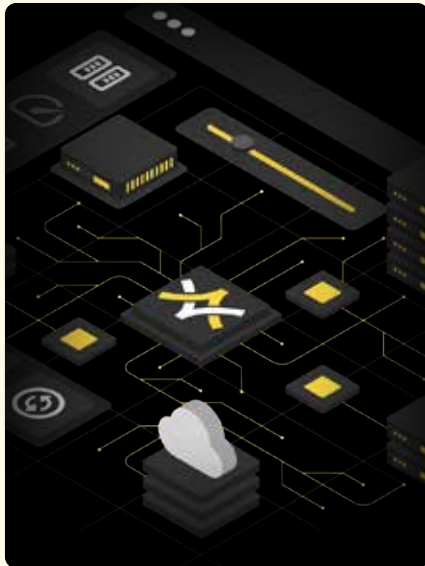


### SteelShield

Patented DDoS Protection through SteelShield.

### SERVER ORCHESTRATION

Bare Metal and Cloud hybrid, cost control, ease of use, session based, as well as persistent games.



## VISIT OUR WEBSITE

<https://gamefabric.com/>



Reboot Develop through 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 almost 150 great speakers.

\*arranged in random order

### Elizabeth Howard

Midwest Games / Chief Advisor



Elizabeth Howard brings 20+ years of experience leading publishing, production, and strategic operations at Bungie, 2K, and Aspyr. She has managed portfolios generating over \$500M annually and led teams across platform partnerships, business development, sales, marketing and production. Now a consultant and advisor, she helps developers and publishers scale, structure deals, and align creative ambition with commercial goals. She also serves as Chief Advisor – Services at Midwest Games and their Shadow Publishing vertical which offers for-hire publishing services. Elizabeth is passionate about helping teams bringing clarity to the intersection of creativity and business.

### Jaime Gine

Amber / Chief Advisor, Board Member



Jaime Giné is Chief Advisor and Board Member at Amber, after having served as CEO for the company between 2021 – 2024. Prior to that, he was the Chief Customer Officer at Keywords Studios, and has played an instrumental role in the company's outstanding M&A driven growth going from less than \$100M to surpassing \$3B, within 5 years. Before Keywords, Jaime was VP of International Development Services at Electronic Arts, where he led a global team and portfolio of departments related to Dev Services.

### Martijn van Zwieten

Independent Game Business Coach



Martijn is an independent game business and leadership coach with 15+ years game industry experience. He has coached more than 100 CEOs, founders and leaders to build better game companies, and to lead them with more confidence and less friction. His clients range from indie darlings like Rusty Lake and Twirlbound to AAA powerhouses like Bethesda Game Studios and MachineGames.

### Adam Boyes

Vivrato / CEO



At Vivrato, Adam Boyes leverages his passion for gaming to inspire teams and drive innovative solutions. Formerly co-CEO of Iron Galaxy Studios, he set strategy and forged key partnerships while championing a people-first culture. As VP at Sony Interactive Entertainment America, he spurred collaborations that boosted PlayStation's revenue. Earlier, at Midway Games, Capcom, and Beefy Media, Boyes promoted open communication and premium gaming experiences.

### Daniel Lucic

Devolver Digital / Senior Marketing Manager



Daniel Lucic is a seasoned expert with a rich background in the games industry, having spent a decade in games media before transitioning into marketing and communications. Now with the indie publishing veterans Devolver Digital, he's leveraging his strategic thinking to help promote some of the industry's most innovative and beloved games.

## Patrice Désilets

Panache Digital Games / President and Creative Directora



➤ Patrice Désilets is the Cofounder, President and Creative Director of Panache Digital Games, a Montreal based indie studio that aims to create fun and innovative games.

The studio's first title Ancestors: The Humankind Odyssey has sold over 2 million copies and continues to be praised for its uniqueness and immersive gameplay.

With over 27 years of experience, Patrice is also known for his work on Prince of Persia: The Sands of Time and as the creative director behind Assassin's Creed.

## Alina Soltys

Quantum Tech Partners / Founder | Partner



➤ Alina Soltys is the Founder of Quantum Tech Partners, a global gaming M&A advisory firm. Alina is focused on partnering with gaming founders on their most impor-

tant transactions – working with teams to optimally position, market and close industry-leading transactions. Alina has completed 35+ M&A and fundraising transactions globally over the last 15 years representing founders in deals like Digital Extremes & Lyou, Growtopia & Ubisoft, Early Morning Studios & Thunderful Group, Polystream & Mythical and many others. Her insights deliver high value for company founders, shareholders and studio teams looking to grow their companies' value.

Prior to founding Quantum, Alina was a Vice President at Pagemill Partners in Palo Alto, a subsidiary of Duff & Phelps. She is a frequent speaker at events including GamesBeat Summit, PocketGamer Connects, TechStars and Nordic Game Conference. In her spare time, Alina is an avid mobile gamer, keeping a close pulse on new releases and fun new game mechanics.

## Elena Lobo

Burny Games / Head of Strategic Partnerships



➤ Elena Lobo is Head of Strategic Partnerships at Burny Games and a seasoned games industry professional with 14+ years of experience. She previously served as COO and CEO

of iLogos, leading the company's growth from 40 to over 300 employees. Elena is also the founder of ACHIEVERS HUB and co-founder of GDBAY and Global Games Pitch, platforms dedicated to connecting game developers, publishers, and investors. In addition, Elena is a frequent speaker at global industry events, a co-organizer of the Ukrainian booth at gamescom, and an organizer of Ukrainian charity auctions worldwide.

## Tommy Palm

Resolution Games / CEO



➤ While he's known for shepherding Candy Crush Saga to mobile – and so helping to bankroll King's \$7 billion IPO in 2014 – Tommy Palm's success story stretches back to the

1980s, when he began programming games for the Commodore 64. Between then and the dizzying success of King's bestseller, Palm founded five companies including this latest venture, Resolution Games, a development studio with an eye on creating virtual reality and augmented reality game experiences everyone can enjoy. The studio's concept is already proving successful, as its mobile VR fishing game, Bait!, is known as one of the most popular VR titles of all time. The team also ushered the Angry Birds into VR and mobile AR with the launches of Angry Birds VR: Isle of Pigs and Angry Birds AR: Isle of Pigs, and is set to bring adventures steeped in the world and lore of Dungeons & Dragons to PC, console and XR devices with its upcoming game Demeo x Dungeons & Dragons: Battlemarked.

## Tracey McGarrigan

Ansible Comms / CEO , Founder



➤ With gaming, tech, and festivals in her DNA, Tracey is who C-suites call when they need a straight talking, smart thinking ally to solve problems and get work

done. Her mission is to hunt down and corral only the very best partners and friends from around the world to advise and deliver winning technical and marketing strategies for companies like Epic Games, Class VR, Games London, Nilo, Jeco, Pitchify, Sci-Fi-London, Green Man Gaming, and more. Listed as one of Games Industry Biz's Top 100 Influential Women, she is also a BAFTA member, an Into Games Video Game Ambassador, and is a former trustee now Ambassador of the UK's game industry charity GamesAid. Her ambition for 2025 is to break through the 75,000G Xbox Gamerscore mark.

## Yves LE YAOUANQ

Focus Entertainment / Chief Content Officer



➤ Yves started his career over 30 years ago in the games industry, first on MUDs and MMORPGs, to then join Ubisoft for 11 years in strategic positions to help expand-

ing the PC and Online expertise, while building bridges with external developers. In 2021, Yves joined Focus Entertainment as Chief Content Officer, to lead the Publishing and Acquisition Portfolio transformation, welcoming new games, talents and studios from across the world.

## Jake Birkett

Grey Alien Games / Co-Owner



➤ Veteran Indie developer since 2005. Creator of Regency Solitaire, Ancient Enemy, Shadowhand and more!

## Bruce Grove

Ansible Comms / COO , CTO



➤ Breathing life into tech that doesn't exist yet.

A professional life spent on the front lines of various technical innovations, Bruce is consistently

the man called in when a company has creative ambitions and needs someone to actually make things real. A gifted pioneer, Bruce is respected by some of the world's smartest engineers and leaders for his ability to visualize, solve, and execute unexplored technical problems. He also has robust, first hand knowledge of how interactive technology's best executive teams operate across legal, HR, marketing, finance, product, engineering and more.

Blending British Aerospace engineering savvy and Silicon Valley Video Game entrepreneurial panache, Bruce thrives when building and leading teams that feel empowered and enabled to truly innovate and build the impossible; guiding complex technical vision and commercial strategy into product reality, Bruce is always ready to shape the next generation of interactive experiences.

## Christian Fannesbech

Leverage / CEO & Head of IP



➤ Christian Fannesbech leads Leverage, partnering with game companies to develop lasting entertainment properties, narratives and brands. Recent clients

include Bandai Namco, Supermassive, Raw Fury and Plaion. Christian and his crew focus on the artistic roots of any project and how they translate into building lasting global properties and brands. Before founding Leverage, Christian was Head of IP Development at Nordisk Games. In his earlier career, he was a video game entrepreneur, producing and directing 35+ game projects for entertainment, learning and advertising.

## REBOOT DEVELOP PITCHING SESSIONS

Join us **daily** at the **main stage hall** for Pitching Sessions powered by Unity, taking place during each of the three conference days, find timings in the conference schedule.



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### Mehdi Benkirane

Zenith Pirates / CEO



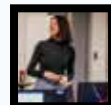
➤ Mehdi's professional career started in the music industry as a sound engineer and evolved into video games through academia in 2009 at the SAE group as Group

Academic Director to eventually take on the group's EU industry relations. After a short stint as an entrepreneur monetizing music for games, Mehdi joined Remote Control Productions as a BD Manager representing the interests of 12 studios around the globe. In early 2021, he took on business development at i3D.net, a game hosting company part of the Ubisoft group serving as VP until March 2025.

Since fall 2024, Mehdi has been heading his business and strategy consultancy Zenith Pirates as CEO representing clients such as Modulate and Gate21, as well as advising studios such as Harakka Studios. Additionally, Mehdi serves as Chief Business Officer at GIN (Games Industry Network), a disruptive game industry centric professional social network.

### Kristina Jankovic Obucina

Serbian Games Association / Senior Ecosystem Manager



➤ In charge of young talents, non-formal education programs and initiatives, issues of diversity and inclusiveness, preparation of the annual report and organization of events. Plays on PS5 and a Steam Deck. She is always in the mood to talk about gaming and find a way to support young creatives and new projects. She has been with the SGA almost since the foundation of the association, where she dedicatedly works on developing the local gaming industry and the visibility of our teams, companies and games locally, but also globally.

### Mike Hendrixen

Vertigo 6 - The Video Game Agency / Founder, Marketing & PR Director



➤ Mike Hendrixen, industry veteran with over 20 years in gaming, founded Vertigo 6 – The Video Game Agency. He's worked with EA, Bungie, Jagex, Ubisoft, Bandai Namco and was Marketing Director at Codemasters. Renowned for award winning campaigns for FIFA, Farming Simulator and The Sims and for winning the European Excellence Award for Best Agency in Europe.

### Brad Hendricks

Blind Squirrel Entertainment Inc. / CEO



➤ CEO and Founder of Blind Squirrel Entertainment (aka Blind Squirrel Games), multinational AAA game studios that creates original content and provides full

game development services to various publishers and developers. BSE has quickly become the top collaborator for industry leading titles such as Bioshock, God of War, Borderlands, Mafia III, Avowed, Delta Force: Blackhawk Down, Mass Effect, New World, SIMS, XCOM, Disney Infinity, Sonic, and Evolve and many more.

### Dennis Fong

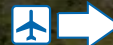
GGWP / CEO



➤ Dennis Fong is the co-founder and CEO of GGWP and gaming rewards platform, Forge. He is a successful serial entrepreneur with ~\$1B in exits of companies

he's founded and a Venture Partner at BITKRAFT Ventures. Dennis is also the world champion gamer known as "Thresh" and has been called the "Michael Jordan of video games" by the Wall Street Journal, was inducted in the Esports Hall of Fame in 2016, and is recognized by the Guinness Book of World Records as the world's first professional gamer.

DUBROVNIK



# WELCOME TO DUBROVNIK RIVIERA



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## REBOOT DEVELOP **BLUE** DUBROVNIK 2025

50m

## Enjoy Our Reboot Specials

Reward yourself with a special treat after a successful work day! Take advantage of our exclusive offer and savor the best the local area has to offer - all at amazing prices! Relax and appreciate the beautiful views and wonderful atmosphere while you're at it.

- 1 LEUT Restaurant**
  - > 3-course dinner menu 38 €
  - > - 10% on all beverages
- 2 PRIMA VISTA Lounge Bar**
  - > - 15% on all food and beverages
- 3 LUNGOMARE Restaurant**
  - > - 10% on all food and beverages
- 4 PINIA POOL BAR & LOUNGE**
  - > - 10% on all food and beverages
- 5 AGAVA Restaurant & Bar**
  - > - 10% on all food and beverages
- 6 OLEANDER Bistro & Restaurant**
  - > -10% on all food and beverages
  - > - 15% on all beverages during Reboot party

## Chris Donahue

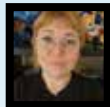
Epic Games



➤ He's a dude who does dude things.

## Sky Tunley-Stainton

Safe In Our World / Partnerships & Training Manager



➤ Sky is passionate about helping others, with lived experience of the positive impact that video games and their communities can have on someone who struggles with

their mental health. Their professional background is in HR and Learning & Development in the cinema industry: they were also part of the team to open the first cinema in Saudi Arabia when it was legalised after a 35-year ban. Sky is Autistic and has ADHD, and therefore is a keen advocate for neuro-inclusivity.

## Marko Otašević

Turing Studio / Business Development Manager



➤ With a career spanning over a decade in creative markets and business development, his role at Turing Studio harnesses his expertise in content creation and creative

direction. The team's mission aligns with his personal dedication to innovation, within the gaming sector, a field where he also contributes as a Steering Committee Member for the Croatian Game Development Alliance.

As the "Opportunity Orchestrator" of the company, he utilises his skillset amassed during 7+ years within the games industry, to make things happen. He is responsible for all things business, in an indie game dev team and Unity service provider.

## Jake Kulkowski

Guillotine / Founder & Company Director



➤ Jake Kulkowski is one of the Europe's most experienced Influencer Relations specialists, with nearly a decade of experience in his role. He and his team have helped

launch over 200+ games, from Disco Elysium to Elden Ring: Shadow of the Erdtree. Based in North Wales, Jake speaks regularly at industry events around the world, including running workshops for creators at TwitchCon and hosting panels at PAX East.

## Patrick Sweeney

Interactive Entertainment Law Group / Attorney



➤ Patrick is one of the longest-tenured Game attorneys in the industry. Starting in the industry in 1999, he has been behind many of the major deals and franchises that drive

our business over the last quarter century. He has negotiated approximately 2,500 publishing deals, hundreds of licenses for movies, talent, sports and comic books rights to be made into games as well as innumerable other industry-specific transactions. His firm, the Interactive Entertainment Law Group is a proud supporter of Reboot.

## Thomas Reisenegger

Future Friends Games / Co-founder and director

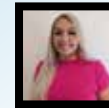


➤ Thomas co-founded the indie games promotion agency Future Friends Games to work on cool games such as Vampire Survivors, Content Warning, Thronefall,

Maestro & Clone Drone in the Hyperdome. Since then Future Friends has also become a publisher, signing games like Summerhouse, The Cabin Factory, and Exo One. Best known for his popular GDC talks and guides, Thomas dreams of one day becoming a full time TikTok creator to shed light on important topics like, "is it okay to cut pizza with scissors?"

## Jazmin Cano

Owlchemy Labs / Senior UX Research Specialist



➤ Jazmin Cano is a Senior UX Research Specialist at Owlchemy Labs, passionate about making VR accessible for everyone. With a decade of experience in the VR

industry, Jazmin's expertise guides the development of accessible solutions in cutting-edge VR games. She is currently focused on ensuring the accessibility of the studio's latest title, Dimensional Double Shift.

## Kris Winters

Future Friends Games / Director



➤ As a Director at indie marketing-agency-turned-publisher Future Friends Games Kris has overseen the campaigns and launches of an eye-watering number of games.

Notable VR credits include Meta Game of the Year winners The Last Clockwinder & Maestro, Apple Vision Pro App of the Year THRASHER, and hit VR games inc. What the Bat, UNDERDOGS & Eye of the Temple.

BAFTA Games member & four time IGF judge, Kris also makes time to support his peers with written guides, and other free resources shared online.

## Catalin Butnariu

Amber / Chief Strategy Officer



➤ Catalin Butnariu is Amber's Chief Strategy Officer, managing M&A, investments, strategic communication and the company's external partners network. A vocal

supporter of the games sector in Romania, he was the President of the Romanian Game Developers Association (2016 – 2024), and founded industry events such as Dev.Play Conference and the Romanian Game Awards. His past roles include being General Manager at Carbon Incubator and Division Director at Gameloft.

## François Roughol

Sharkmob / World director



➤ Francois has worked in games as a world, gameplay and environmental storytelling designer for the past 20 years and in 7 different countries. His heart geeks out for delivering a

cohesive world logic, lore and back story through levels, missions, world and gameplay. And history. And genealogy... and anything you're passionate about really...

## Eric Laurent

Squido Studio / Marketing Director

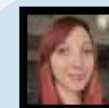


➤ With over 5 years of experience in the VR gaming landscape, Eric has successfully launched both premium and free-to-play GaaS titles. At Squido Studio, Eric is at the

forefront of marketing innovation, adeptly navigating the fast-evolving VR space to connect players with transformative gaming experiences. Known for his ability to anticipate industry trends and lead impactful campaigns, Eric ensures that VR titles shine in an increasingly dynamic and competitive market.

## Madalina Niculae

Improbable.io / Lead Producer



➤ Math geek in a previous life, graduated from the University of Mathematics with a degree in Applied Mathematics but realized that Games are a much more interesting field. 14 years of experience in the industry

across departments from QA, Product Specialist, Product Owner, Programmer, Project Manager and Producer. I am a problem solver, Jack of all trades, dedicated mother of twins and ultimately Games Producer.

## Richie de Wit

Bear Knuckle / Raw Fury / Founder / Senior Partner Manager



Richie de Wit is the founder of Bear Knuckle and Senior Partner Manager at Raw Fury.

Through Bear Knuckle, he helps developers self-publish by supporting them with business development, strategic planning, and sales.

At Raw Fury, he drives sales and pitching strategies for multiple titles and platforms, building lasting relationships.

Whether working with indies or a publisher, Richie is passionate about connecting people and opportunities to help great games succeed.

## Doug North Cook

Creature / CEO & Creative Director



Doug North Cook the founder and Creative Director of Creature.

Creature is a studio and a label focused on releasing projects that are pushing the boundaries of

design, storytelling, and technology. Creature's first studio project, Starship Home, won a DICE Award and was nominated for the IGF Nuovo Award, No Prescinium VR Award, and more. Creature's label also released Maestro (2024 Meta Quest App of the Year) and THRASHER (winner of Apple's 2024 inaugural Apple Vision Pro Game of the Year) all in 2024. Creature represents a collective of 12 studios releasing projects across most major platforms. Doug is also collaborating with Regine Gilbert, faculty at NYU, on a book titled Human Spatial Computing that is being published by Oxford University Press in 2025.

## Eric Masher

Impact Reality/Flat2VR Studios / Chief Operating Officer



Eric Masher is the COO of Impact Reality and Flat2VR Studios, overseeing operations, strategic growth, and business development. He leads developer relations and major partnerships, driving both companies forward. Previously, he was a Title Advisor and Head of Business Development, brokering key VR gaming deals. He also advised Andromeda Entertainment and co-hosts four VR/AR podcasts, sharing insights on industry trends, developer relations, and the future of immersive technology.

## Richard Browne

Blue Moon Production Company / Director



Richard began his career in writing games back in 1987 on a BBC Micro. He went on to run internal and external development groups for Domark, Psygnosis, Philips Media, Microprose, Universal Interactive and THQ. More recently he founded and ran the external publishing group of Digital Extremes, growing a 30+ team to develop and publish independent projects including Wayfinder in 2023. He now acts as a consultant to development studios and publishers across the globe.

## Lukasz Hacura

Anshar Studios / CEO



CEO and Head of Studio at Anshar Studios. Experienced manager leading development teams from a few up to over 100 people. Skilled in Production Management, Programming, Business Development, and Game Design. Passionate "gamedev or die" professional with deep knowledge and understanding of the gaming Industry which he has worked in since 2006.

## LOUNGE BAR AND NETWORKING AREA

Refresh yourself, network or just relax and enjoy the seaview at LOUNGE AND NETWORKING AREA powered by Reboot



powered by

# REBOOT



## Andrew Willans

Sumo Newcastle / Studio Design Director



Over the past 17 years Andrew has been part of developing a range of AAA titles while designing at companies such as 2K, Ubisoft, CCP, and Sumo Digital. With a proven career in delivering high quality games on consoles, PC, and VR, Andrew applies player-focused design methodologies to bring out the best in every project whether large or small. Andrew have worked on predominantly larger scale AAA projects (Driver San Francisco, Watch\_Dogs, The Crew, Tom Clancy's: The Division, EVE: Valkyrie, Hood: Outlaws and Legends, Deathsprint 66) with the exception of Grow Home which was Bafta Nominated for Game Design.

## Pontus Mähler

Agora Gaming Partners / Co-Founder



Pontus is a veteran of the gaming industry with over a decade of expertise under his belt. From his days as a professional gamer to leading ventures in Thailand, Pontus knows what it takes to build and lead. In the past, he has overseen global operations, guided 65+ companies, spearheaded 35+ investments and 30+ publisher & distribution deals, and raised over \$40+ million since 2019.

## Tomislav Gojević

Fury Studios / Head of Studio



Tomislav Gojevic is the head of Fury Studios in Zagreb, a subsidiary of Raw Fury, an indie video game publisher based in Sweden. He has over 8 years of experience in the games industry, working on various genres and platforms as a game producer and head of studio. Fury Studios focuses on creating games with passion and personality while maintaining a fine balance between work and personal life. He loves to explore new ideas and challenge conventions in his daily work.

## Aleksandar Gavrilović

Summer Eternal / Producer



Aleksandar has worked as managing director of Gamechuck, the first unionised company in the region, also with a first collective agreement in effect for all workers, equal pay and 6-hour work-day provisions. He was also a general secretary of CGDA for four years and is now a producer at Summer Eternal, a worker-owned co-operative founded by ex-members of Za/Um. In his free time, Aleksandar is developing a videogame based on the beloved 1960s Yugoslav cartoon character, Professor Balthazar.

## Markus Wilding

Beyond the Wall Consulting / Founder, Consultant



For nearly 30 years, he has been at the forefront of marketing, communications, and business strategy for publishers like Activision, 2K, and Private Division, and have developed a deep understanding of what makes games stand out in a competitive market. Now, as the Founder of Beyond the Wall Consulting, he helps developers, publishers, and industry stakeholders navigate global markets, refine their positioning, and craft strategies that drive results.

## Tim Browne

Bright Gambit / CPO



Tim has been a passionate advocate for the video game industry for 26 years, starting as a level designer and rising to Creative Director. He has worked with companies like Activision/Blizzard/King, Ubisoft, Avalanche Studios, and Codemasters on notable titles such as 3 Assassin's Creed games, Candy Crush, and Operation Flashpoint. Tim is now the CPO of Bright Gambit, a company he co-founded with other like minded industry veterans to support indie developers in breaking into the industry.

# INDIE & HERO AWARDS

WEDNESDAY, APRIL 16TH

@ 5:30 PM

XBOX STAGE

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## Dave Gilbert

Wadjet Eye Games / Founder, CEO



➤ Dave has been interested in adventure games ever since 1986, when his mother made the mistake of buying him a copy of Infocom's Wishbringer. Fifteen years later, he discovered the Adventure Game Studio engine and began making his own. In 2006, he decided that making games was too much fun to do anything else for a living, and formed Wadjet Eye Games to do just that. In the 19 years since, Wadjet Eye has developed and/or published over 20 games; some of which include the Blackwell series, Unavowed, and The Excavation of Hob's Barrow.

## Teemu Haila

Metaplay / Co-Founder & CPO



➤ Teemu has long been a familiar face in Finland's gaming industry. As a teenager, he built some of the country's first online gaming communities and established supporting charities. He joined Wooga in 2010 and co-founded Playraven in 2012. After Playraven's 2019 acquisition by Rovio, Teemu co-founded Metaplay to address a common challenge for game developers – scalable and customizable backend tech. His 15+ years advancing the industry were recognized by IGDA with the 2018 Lifetime Achievement Award.

## René Habermann

Bippinbits / Director



➤ René followed his passion in 2022 and started to make games full time with his company Bippinbits. Before that he studied computer science and worked many years in IT, developing an increasing aversion to corporate insanity. René's approach to making games was shaped by game jams – swift iteration, smart scope, trusting teams, quick validation and a closeness to the players.

## Xavier Marot

Focus Entertainment / Chief Production Officer



➤ Xavier has been working in the video game industry for over 15 years, in both development studios and publishing houses. His primary interests are production and game design. He also creates tools to improve gaming companies' information systems. Xavier is currently working as Chief Production Officer at Focus, one of the world's leading video game publishers, renowned for its premium production services, marketing, and communications support tailored to each project and audience. The company publishes international hits such as A Plague Tale, SnowRunner and the recently released Space Marine 2.

## Luka Čolić

Čolić Dorotić / Partner at Čolić Dorotić



➤ Luka is a founding partner at ČOLIĆ DOROTIĆ, a Croatian law firm focusing on creative and digital industries. Over the last twelve years, he has advised clients from a myriad of industries in some of the largest corporate and M&A transactions in the region. Luka's special interest is legal design, which is an effort to apply psychology, technology and design to create more humancentric legal stuff. Luka always appreciates a good meal and occasionally appreciates a good DJ set.

## Peter Lewin

Wiggin / Partner



➤ Peter is a partner in the interactive entertainment team at Wiggin in London. He advises on the legal and business aspects of running digital entertainment businesses, with a particular focus on negotiation of complex deals, regulation and exploitation of IP. He works exclusively within the interactive entertainment industry, and is exceptionally lucky to work with a wide range of incredible clients spanning developers, publishers, distributors, tech providers and esports businesses. This, together with the fact that his practice includes clients of all sizes spread around the world, gives him a hugely valuable cross-industry and cross-jurisdictional perspective on industry development, challenges and market practices.

## Huei Chan

RapidEyeMovers / Producer



➤ Huei is the producer of RapidEyeMovers, a new kind of game production company, building big dreams in a sustainable way. Their award winning debut C-smash VRS, a collaboration with SEGA, earned a Golden Joystick nomination and offers hybrid multiplayer between VR and PS5. Huei's work spans marketing, product design, production, launches and fundraising across gaming, culture and education fields. Her past work includes the collaboration with Universal Music on their first VR game soundtrack release (Quantaar) and co-developing The Last Worker with Jörg Tittel, earning them a Venice Film Festival nomination. She was a co-founder, founding partner at VR and mobile gaming companies in Taiwan and Singapore, where she led marketing, business and partnerships.

## Fawzi Mesmar

Ubisoft / Vice President, Global Creative



➤ Fawzi Mesmar is an award-winning Game designer, leader, author, and public speaker who has been in the gaming industry for over two decades in a career that spanned the Middle East, New Zealand, Japan, and Europe working for companies such as Ubisoft, EA, Activision Blizzard, Gameloft and Atlus to name a few. He has worked on over 20 titles that have been enjoyed by millions of players worldwide including entries in franchises like Star Wars, Mario, Battlefield, Persona and Others. He is also the author of "Al-Khallab in the art of game design" the first Arabic language textbook on game design and 3rd guy on the Habibis podcast.

## Maeva Sponbergs

Beyond Frames Entertainment / CMO and Head of Publishing



➤ Maeva Sponbergs, with 20+ years in game sales, marketing, and business development, is the CMO and Head of Publishing at Beyond Frames Entertainment. The company houses two internal studios and has published over 10 XR titles, including Ghosts of Tabor. Before Beyond Frames, Maeva held executive roles for 7 years at Starbreeze (makers of Payday), leading operations, business, communications, and investor relations.

## Sam Magnolia

Aesthetician Labs / Producer & Studio Manager



➤ Sam is a co-founder, producer, and studio manager at Aesthetician Labs – a worker owned games cooperative based out of the US. For nearly 7 years, Sam has managed AeLa's projects, team, business development, and more. Professionally, they're passionate about facilitation and the intentional development of company culture.

## Gordon Van Dyke

Combined Effect / Advisor



➤ A modder turned veteran of the games industry, known for his impactful roles at EA DICE, where he worked on the Battlefield series, including "Bad Company 2" and "1943." He's best known as co-founder of Raw Fury, an indie publisher that thrives on breaking norms and championing creativity. At Raw Fury, Gordon has been instrumental in supporting innovative titles like "Kingdom," "Dome Keeper," "Blue Prince," and "Bad North," helping to define the company's reputation for embracing bold, unconventional games. His career is marked by a commitment to pushing boundaries and fostering unique voices in gaming.

## Wilhelm Nylund

Landfall / CEO



➤ Founder and Head of Landfall Games, an independent game development studio based in Stockholm, Sweden. With a passion for game development that started in his teenage years, Wilhelm has built a creative space in the suburbs of Stockholm where like-minded people work together to explore new ways of using the medium to bring fresh experiences to players.

At Landfall Games, Wilhelm and his team collaborate closely with their passionate community of players to shape the direction of their projects. Their use of social media to gauge interest and gather feedback has helped them create games that resonate with audiences and offer unique gameplay experiences. One of the hallmarks of Landfall Games is their use of physically simulated characters, which results in emergent behavior and greater variety of gameplay. This approach has helped them create some of the most popular indie games of recent years.

## Ste Curran

Game Designer / Creative Director



➤ Ste Curran is a game designer and creative director from London, England. As well as working on games that he probably can't talk about right now he hosts the world's longest-running gaming radio show, One Life Left, and runs Maraoke, a night of pop songs rewritten about videogames. His monologues about game design and culture have been variously described as "life-changing" and "an hour of nothing". He is also well known as eloquent, humorous and entertaining part of opening and closing ceremonies of Reboot Develop that way being a perfect counterweight for overly emotional Damir, head of Reboot team.

## Elizabeth Plant

Glowmade / Community Manager



➤ Elizabeth is Community Manager at indie studio Glowmade by day, and professional videogame voice actress by night. She's a staunch believer in the power of play, interactive storytelling, and in gaming as a key means of human connection. With a love of marrying every audiovisual medium at her disposal, Liz strives to always create spaces and stories that empower, engage and unite.

## James Parker

Ground Shatter / Head of Studio



➤ James Parker is Head of Studio and Game Director at Ground Shatter, the BAFTA nominated studio behind Fights in Tight Spaces and its audaciously named sequel Knights in Tight Spaces. He is co-director of the Bristol Games Hub, has 25 years experience making games, and if all goes to plan, by the time the conference rolls around he will have a 210 day streak on the LinkedIn game Queens.



# Owlchemy Labs

## JOB SIMULATOR



## Noah Magnolia

Aesthetician Labs / Lead Developer



➤ Noah is a co-founder and the lead developer at Aesthetician labs – a worker owned games cooperative based out of the US. For nearly 7 years, Noah has overseen development on internal projects and spearheaded the technically intensive client work that AeLa provides. Noah also sits on the board of ROC Game Dev, an organization dedicated to supporting the community of game creators in Rochester, NY.

## Miikka Luotio

Appcharge / VP, Europe



➤ Mobile games business & publishing professional since 2005. Worked on over 16 mobile games at companies like Digital Chocolate, Rovio, Wooga, PopCap, Xsolla, Flaregames & more.

## Alyx Jones

Silver Script Games / Founder, Creative Director



➤ Alyx Jones is Founder of Silver Script Games and has long been dedicated to the games industry. With credits on games from Elden Ring to Final Fantasy Remake VII as well as winning awards for her work on games and in the community, she was recently a BAFTA Breakthrough and chosen to be part of The Future Class at The Game Awards. She is currently working on her debut game The Quiet Things. With a tumultuous upbringing, came a desire to tell stories that represented different viewpoints and tackle less talked about themes in games, around abuse and the impact it has on a person.

## Ismael Jorge Soler

Yodo1 Games / IP Licensing BD Lead



➤ Ismael is the IP Licensing BD Lead at Yodo1, where he oversees all global deals and partnerships with licensors and studios worldwide. He began his career at Yodo1 in the monetization department, helping studios strengthen their in-game economies while ensuring a seamless and enjoyable player experience. His understanding of the gaming market and IP landscape led him to transition into the IP Licensing team, where he now leads efforts to connect studios with the right IPs and create win-win collaborations. Ismael works closely with partners to ensure the IP matchmaking process is efficient, strategic, and beneficial for both sides. He is also responsible for developing proposals for limited-time event collaborations designed to boost player engagement and increase revenue. Over the years, Ismael has built strong relationships with a wide range of licensors, working on collaborations from iconic gaming IPs like Shovel Knight in Idle Slayer, to major Japanese anime collaborations such as Attack on Titan, and family-friendly IPs like Lucas the Spider.

## Callum Underwood

Uwu Biz / IndieBI / Founder



➤ Callum is a Co-Founder of IndieBI, CEO of Uwu Biz, and advisor to Netease and Kepler Interactive. Callum sold his last company, Robot Teddy, to Thunderful, after running the company for multiple years. Robot Teddy managed business related matters for Among Us, SUPERHOT, Gang Beasts, Vampire Survivors and more. Callum has experience in acquisitions, publishing, starting games companies, long-tail title management, and self publishing. Previously, Callum worked as a Scout for Raw Fury, Kowloon Nights, and Oculus. Alongside his current businesses, he is also an occasional angel investor.

# TOKYO GAME SHOW 2025

TOKYO GAME SHOW is one of Asia's Biggest Gaming Event!  
Let's Meet the Summer 2025 in Japan

## 2024 Results

Number of Visitors

274,739



Number of Exhibitors

985



Number of Booths

3,252



Exhibited Countries / Regions

44



Sep. 25 [Thu] – 28 [Sun]

Venue: Makuhari Messe

Business Day: Sep. 25 [Thu] - 26 [Fri]

Public Day: Sep. 27 [Sat] - 28 [Sun]

<https://tgs.cesa.or.jp/en/>



## REGISTRATION DESK WORKING HOURS

Sunday, April 13th: 2 pm - 8 pm  
 Monday, April 14th: 8 am - 8 pm  
 Tuesday, April 15th: 8 am - 8 pm  
 Wednesday, April 16th: 8 am - 2 pm



### Thierry Baujard

Spielfabrique UG / Co Founder



Expert in financing in the creative industries and co founder of pan-European Game ecosystem catalyst Spielfabrique based in Germany. Also CEO of Media Deals, a pan

European investment network focused on Game, Audiovisual and Music. MBA from Bocconi and UCLA.

### Jörg Tittel

RapidEyeMovers / CEO, Creative Director



Jörg is a director, writer and producer. Games include the star-studded The Last Worker, Playdate spin-off SKEW and RapidEyeMovers' debut C-Smash VRS, which earned

a Golden Joystick nom and was named Digital Foundry's VR Game of the Year. Now out on PS5, it's getting a hybrid physical release from Limited Run Games. REM has several new titles in dev including a game based on a beloved Hollywood IP and an original title which will bring AAA value and scope on a AA budget thanks to revolutionary new techniques.

### Noirin Carmody

Revolution Software / Co-Founder, COO



Noirin Carmody founder and COO at Revolution Software is responsible for strategic business affairs. Noirin is the Executive Producer of Revolution's games

including the Broken Sword Series and Beneath a Steel Sky Series. She was voted one of the top UK 100 women in Games in 2013. Noirin is an elected board member of the UK Interactive Entertainment Games Association (Ukie) and is a voting member of BAFTA. She also holds a number of pro bono appointments.

### Louis Rene Auclair

RocketRide Games inc / CEO



With 20+ years experience in video games industry, Louis has garnered expertise in studio development, game production, deal making and publishing. Now the

CEO of RocketRide Games, a video games agency with 14 video games experts working with 80 studios, Louis puts his expertise in leading the team to provide guidance on many facets important to achieving success in the game industry such as; pitching, creative direction, production, publishing and fundraising.

### Markus Kiukkonen

Bitmagic / COO, Co-founder



Markus is a game industry veteran with 18+ years of experience spanning startups to global publishers. Before co-founding Bitmagic, he served as Studio GM of EA Finland,

known for SimCity: BuildIt. He's passionate about operating games as communities and developing them alongside players over time. An avid long-distance runner, Markus applies the same perseverance and grit to both his professional endeavors and personal pursuits, pushing forward despite setbacks.

### Aidan Markham

Aesthetician Labs / Lead Artist



Aidan is a co-founder and the lead artist at Aesthetician Labs – a worker owned games cooperative based out of the US. He creates nearly all of AeLa's distinct visual

style and oversees much of the design of the team's internal IP.

## GARAGE PARTY

Sheraton Garage (-1 level)  
15th April @ 9 PM

Our legendary garage party is back at Reboot Develop Blue 2025! Join us for a night of music, fun, and surprises.

This year, **Digital Bandidos** is bringing the good vibes with **one free drink** for every guest and a **chance to win big**:

**Snap a photo with the Digital Bandidos mask at the photo booth**, share it online, and the **two best pics will win an Indie Package for 2** to Reboot Develop Blue 2026!

Don't miss the party everyone talks about—see you in the garage!

DIGITAL  
BANDIDOS

powered by

### Simon Usiskin

JWR Ventures / CEO



Simon Usiskin is a seasoned digital entrepreneur with 30 years of experience across TV, gaming, and digital media. He has created, licensed, and sold TV formats in 25 countries, scaled a travel startup to £20M+ in annual revenue, and secured multi-million-dollar deals with AAA game publishers like EA, Microsoft, and Funcom. As Co-Founder/MD of iQU, he helped build one of Europe's leading games marketing agencies, overseeing over \$50m in marketing budget. He is currently the Co-Founder COO of Tunespotter, a music start-up that is building a community of music, TV, film and games fans based on their love of sync music moments. Support has been secured from all the major music labels and publishers. He is also building games partnerships for Styng, who are a JV with the major music labels Warners, Sony and Universal providing millions of pre-cleared tracks for the games industry and building a games strategy for one of Talpa Studios' (creators of "The Voice") leading TV formats. Passionate about innovation, Simon thrives at the intersection of entertainment and technology, driving growth and strategic partnerships. A frequent industry speaker, he shares insights on digital transformation, IP monetization, and cross-industry collaboration.

### Melissa 'Mj' Lewis

Kepler Interactive / Producer



Mj started working in games publishing and production in 2021. Formerly Head of Production at PQube and Firestoke, she's now a Producer at Kepler Interactive. Passionate about ethical and sustainable game dev, she's a Safe In Our World Ambassador, a volunteer with ManyCats' Impact project, and an admin for the UKGI Slack.

### Brogan Keane

Double Black Capital / Managing Partner



Brogan Keane is founder and Managing Partner of Double Black Capital, an investment bank advising leaders in media, entertainment, and gaming companies. DBC clients span the universe of leading content creators and enablers including Xsolla, Amber, GoodAI, Illfonic, Deck Nine, Super Jump Games, Keen Software House, and others. Brogan spent the first 15 years of his career as an operating leader in video game and consumer application companies of all sizes and maturities (Electronic Arts, OnLive, Sony). Brogan has also executed corporate restructurings and turnarounds in various media companies (SpeedDate, Smashcast) and, most recently, has focused on client-driven, lifecycle finance and growth advisory at DBC.

### Martin Kolcun

Pixel Federation / Senior Tech Artist



As a Senior Technical Artist at Pixel Federation, Martin has played a pivotal role in shaping the creative and technical workflows. Beginning in the R&D team and contributing to nearly every major project — including early development on TrainStation 3 — they've carved out a role at the intersection of art, engineering, and forward-thinking strategy. Martin led the studio-wide transition to Blender and architected an internal ecosystem for artists, including a centralized asset library and a suite of custom tools designed to streamline, scale, and future-proof creative workflows. Now part of Pixel Federation's dedicated AI department— recognized as a core innovation engine within the company — Martin is pioneering the integration of generative AI across departments. Their work spans IP-aligned image generation, AI-assisted localization, and the deployment of large language models into day-to-day workflows for designers, finance, and beyond.

## David Owen Higley

Perella Weinberg Partners / Partner



David Higley is a Partner in Perella Weinberg's Advisory business. Based in Los Angeles, Mr. Higley is Global Head of the Firm's Media & Entertainment Group, providing strategic advice to

clients globally in the media, entertainment and technology sectors. During his career, he has completed over 100 transactions for interactive entertainment companies.

Mr. Higley joined Perella Weinberg from Lazard Freres & Co, where he served as a Managing Director and the Global Head of the Interactive Media and Technologies Group. Prior to joining Lazard, Mr. Higley was the Founder and Managing Partner of Bond Lane Partners, a boutique investment bank focused on digital media and interactive entertainment. Previously, Mr. Higley was a Managing Director and the Global Head of Digital Media at UBS Investment Bank.

## Alexander Pankov

Owlicat Games / Publishing producer



With over 20 years of experience in the game industry, I've built a diverse career, progressing from Game Designer to roles like Creative Director, Principal Designer, Product

Director, and now Publishing Producer. My work spans multiple genres and platforms, including Singleplayer story-driven games, MMORPGs, Mobile, GaaS, and indie games. Alongside expertise in narrative, art, and music, I bring a strong background in marketing. For a decade, I've also contributed to academia as a university lecturer and curator of the Game Design Faculty.

## Peter Bruun

Triband / Game Director



CEO and Co-founder of Triband – the Danish comedy game studio behind WHAT THE GOLF?, WHAT THE BAT? (VR) and WHAT THE CAR?. On a bold mission to make everyone laugh.

Currently working on even more WHAT THE? games...

## Gustav Pastucha

Pixel Federation / Strategic Partnerships



Transitioning from Fintech, Gustav initially intended to venture into the bookselling business. However, the lack of relevant business opportunities in that field led him to a different path.

Three years ago, Gustav embarked on a new chapter as a producer for what was one of the most successful projects at the time, Diggy's Adventure until his curiosity and ambition drove him to the Research & Development department. The allure of the conference circuit, with its spotlight and networking opportunities, proved too enticing for Gustav, prompting him to spend less time confined to office walls. This shift in focus led him to his current role as a full-fledged business developer, where he is responsible for forging strategic partnerships. In this capacity, Gustav feels more fulfilled in his professional life than ever before, reveling in the challenges and rewards that come with his role.

## Catherine Bygrave

Sumo Digital / Director of Business Development

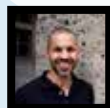


Catherine has extensive experience in the video games industry including 10 years at AAA publisher Activision. As well as launching games such as Call of Duty and Destiny, Catherine managed the global PC digital business, seeing major growth.

Catherine also has experience in publishing indie games, esports and technology services for indie developers. At Sumo, Catherine is Business Development Director focusing on supporting studios and securing opportunities for the codev and services business.

## Yacine Salmi

Salmi Games / Founder



Yacine Salmi is the founder and CEO of Salmi Games, a Munich-based studio known for VR and indie titles like Sweet Surrender, GrowRilla, and Late For Work. With a background in physics simulation and game development, he has worked on both entertainment and industrial applications.

Passionate about VR design, performance, and sustainable studios, Yacine is always exploring new ideas and the evolving landscape of immersive gaming.

## Justin Berenbaum

Xsolla / VP Strategy & GM, Xsolla Funding Club



Justin "Dark Yoda" Berenbaum is VP of Strategy at Xsolla and GM of Xsolla Funding Club, with over 30 years in the video game industry at companies like Activision, 505

Games, and Capcom. He travels globally, speaking on topics like funding, investments, and strategic relationships. As Principal at Joystick Ventures, he focuses on financing independent games. He is a former board member of both Global Game Jam and IGDA. Alongside his professional achievements, Justin has a background as a hip-hop radio DJ and music director, and he is an avid food enthusiast.

## Justin Stolzenberg

Metica / Co-Founder



Justin Stolzenberg is a seasoned entrepreneur and gaming industry veteran with over 22 years of experience. His career includes co-founding and scaling companies like

Flaregames and Phoenix Games, where he served as CMO. Justin's expertise lies in using analytics to grow monetization and user acquisition, contributing to the success of hits like Shakes & Fidget, Nonstop Knight, Royal Revolt 2, and over 40 other games.

## Vladimir Kovač

Fury Studios / Programmer



Professionally, a programmer with 13-ish years of experience, Vladimir is into automation, clever code architecture, clean but smart patterns, and generally keeping

high standards of quality in the codebase. Also interested in interpersonal aspects of teams like culture, team dynamics, and maintaining high levels of ownership.

Personally, Vladimir is into video games and all of its surrounding culture, running, bread baking, and live music.

## Tadej Gregorcic

Motiviti / coherence / CTO / Co-Founder



Tadej is a creative technologist with over 20 years in the industry. In his native Slovenia, he co-founded the games and co-dev studio Motiviti, and helped grow the local devel-

oper ecosystem by co-running the Slovenia Games Conference for several years. In his current home Sweden, he co-founded the multiplayer technology company coherence, where he's been heading up tech and product, making solid multiplayer netcode accessible to any game developer or designer.

Originally a programmer with roots in the demo-scene, he feels most comfortable at the intersection of code, design, narrative, music and art.

A huge fan of story-rich games, his latest project is Motiviti's adventure game Elroy and the Aliens, which he wrote, designed and directed.

Tadej loves sauna, sci-fi, language and photography.

## Robert J Mical

Google / Director of Games



RJ Mical, at age 14, invented a tic-tac-toe game computer made of relays, flashlight bulbs and D batteries. He did arcade games at Williams Electronics, which led to his

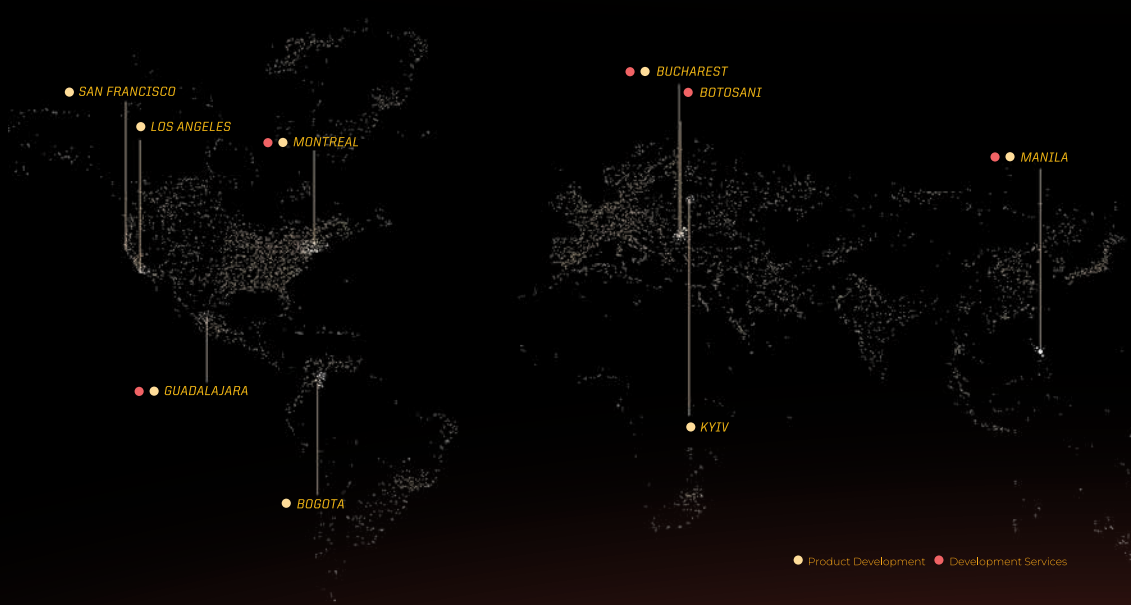
role in the creation of the Amiga Computer. He was co-inventor of the Atari Lynx handheld game system and the 3DO entertainment console. Most recently RJ worked on top-secret technology for Sony, Android, and now AI research at Google DeepMind. He has developed more than 15 video games, has 12 patents, designed 4 hardware platforms, architected 3 operating systems, has too many hobbies and is one swell guy!

# AMBER is an international, preferred game development partner specializing in a diverse range of platforms and genres.

Trusted by Partners



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850+ Staff Across 9 Locations and 4 Continents



## KaraokeKulta

**Genre Expertise:** Hybrid Casual Mobile  
**Platform:** 📱  
**Tech:** 🎮 🎧  
**Audience:** Family Friendly, Broad Audience  
**Monetization:** F2P, Premium  
 📍 GUADALAJARA / MONTREAL



## Madbricks

**Genre Expertise:** Action Adventure Games + Narrative-based  
**Platforms:** 📱 🎮  
**Tech:** 🎮 🎧  
**Audience:** Family Friendly, Broad Audience  
**Monetization:** Premium, F2P  
 📍 BOGOTA



## Play with Fire

**Genre Expertise:** Competitive Multiplayer + High-fidelity AAA Execution  
**Platforms:** 🎮 📱  
**Tech:** 🎮 🎧  
**Audience:** Teens / Adults 13+  
**Monetization:** Premium  
 📍 BUCHAREST / MONTREAL



## Avalon

**Genre Expertise:** Puzzle, Casual Games  
**Platforms:** 📱 NETFLIX  
**Tech:** 🎮 🎧  
**Audience:** Family Friendly, Broad Audience  
**Monetization:** F2P, Premium  
 📍 BUCHAREST



## Lorraine

**Genre Expertise:** Core Strategy and RPG Games, Usually with Multiplayer Components  
**Platforms:** 📱 🎮 🎧  
**Tech:** 🎮 🎧  
**Audience:** Teen / Adults 13+  
**Monetization:** F2P, Premium  
 📍 BUCHAREST / KYIV

Global Presence

Veteran Leadership

Full-Stack Game Development





**maraoke**  
modded karaoke



Oleander Beach Bar  
WEDNESDAY, April 16th @ 9pm

Reboot again invites you to awesome Maraoke party hosted by Ste Curran, a night of pop songs rewritten about video games

## Dan Thomas

HeyDanThomas Ltd / Mess maker



➤ Dan does lots of \*stuff\* in games. He is a games business advisor, fractional COO at Appearance Procedural Generation, co-director of Limit Break Mentorship CIC, supports growth at IMPRESS indie game marketing toolkit and previously founded and exited games-focused digital agency, Etch Play. He has worked with the likes of Supermassive Games, Hello Games, Media Molecule, Guerrilla, Sumo, Deep Silver and many others. His current mission is to help 100 people start or grow their games business, in the hopes of instilling a healthier and more stable growth mindset for themselves and their teams. He also lives in a van and is trying to convert an old barn in Wales into a home (with next to no relevant skills or experience...).

## Maarten de Koning

SeaFire Ventures / Founder



➤ With a lifelong passion for the games industry, he brings a diverse background as an investor, entrepreneur, broker, and advisor. Maarten's career has been driven by the belief that great ideas deserve the right partners and opportunities. After founding and merging his agency with DDM in 2013, he became a Partner and helped build global bridges between developers, publishers, and investors—most notably through launching DDM's Investment Services. He thrives on scaling businesses, guiding strategic growth, and creating value across the interactive entertainment ecosystem. Alongside his advisory work at DDM, he advises startups, funds, and industry events, and remain active through his family's investment firm, Mardelli and SeaFire Ventures.

## Harald Riegler

Jumpgate / CEO



➤ Harald is the CEO of Jumpgate, a Swedish development studio group currently working on a new Star Trek title (amongst other exciting things). He is also CEO of the freshly launched Games Industry Network, and an experienced strategy & business coach. His origins in our industry lie in programming, music, design and production. Before joining Jumpgate, Harald was a co-founder of Purple Lamp Studios (Spongebob, Epic Mickey, part of Embracer) and Neopica (Hunting Simulator Series, part of Nacon).

## Bruno Urbain

Fishing Cactus / CEO



➤ Studio Manager and founder at Fishing Cactus, Bruno brings over 20 years of experience in the videogame industry, with a versatile background in game design, project management, and production. Today, he leads a talented team of 36, focusing on people management, financial oversight, and operational strategy to ensure the studio's success with one motto: "Smart Games with Soul" where talents are at the center of creative decisions. Highly engaged in production, Bruno works closely with his teams, fostering a shared vision and a collaborative environment. He drives Fishing Cactus around human-sized highly autonomous teams with the goal of delivering high quality games. Fishing Cactus has delivered over 60 projects, with budgets ranging from €100K to €2M. Bruno is also founder and president of WALGA, the Wallonia Games Association representing over 200 people in the sector. Specialties:

- Studio Operations & Project Management
- Vision and processes
- Team leadership: managing creative and production teams
- HR
- Financial & production planning



# DEVELOP FOR XBOX ANYWHERE REACH PLAYERS EVERYWHERE



LEARN MORE ABOUT XBOX PLAY ANYWHERE  
AT [AKA.MS/XPADEV](https://aka.ms/xpadev)

JOIN OUR WORLDWIDE NETWORK OF CREATORS AND CONNECT WITH  
MICROSOFT GAME DEV EXPERTS AT [AKA.MS/GAMEDEVCOMMUNITY](https://aka.ms/gamedevcommunity)



Want to learn how to reach more players across  
PC, console, and cloud?

## JOIN US FOR XBOX DISCOVERY DAY! MONDAY APRIL 14 2025 ON THE XBOX STAGE

### AGENDA

**11:30 – 12:30**

#### **STRATEGIES FOR INDIE DEVS: HOW TO SUCCEED WITH XBOX**

James Lewis, Director of the  
ID@Xbox Developer Acceleration Program

**12:30 – 13:30**

#### **PUBLISHING WITH XBOX: PRODUCTION END TO END**

Adam Heath, Production Partner Manager

**13:30 – 15:00**

#### **LUNCH BREAK**

**15:00 – 16:00**

#### **MARKETING: FINDING SUCCESS WITH XBOX**

Glenn Gregory, Director of Indie Games Marketing

Learn more at [MicrosoftGameDev.com](https://MicrosoftGameDev.com)

## Benjamin Noah Maričak

Croatian Audiovisual Centre (HAVC) / Head of Video Games and New Technologies at the Croatian Audiovisual Centre (HAVC)



Head of Video Games and New Technologies at the Croatian Audiovisual Centre (HAVC). Aims to locate opportunities for collaboration between the cultural and creative industries. At HAVC, his responsibilities include promoting the gaming industry and encouraging collaboration through the use of new technologies in the gaming, film, and TV industries. Prior experience as a film/TV producer and creator. Graduated Audiovisual Production at the Academy of Dramatic Arts University of Zagreb.

## Rebecca Lautner

Landfall / CEO



Rebecca is Chief Business Officer at Landfall, an indie studio based in Stockholm, Sweden and the dev behind games such as Clustertruck, Stickfight, TABS, ROUNDS, Content Warning and most recently Haste. She is responsible for everything related to brand-building and business development. Landfall also functions as an investor for external indie games. Before joining Landfall she was heading an initiative funded by the European Union that focused on building a global network for the industry and nurturing business opportunities across borders.

## Anita Wong

Indigo Pearl / Head of PR



Working as Head of PR at Indigo Pearl, Anita has also been listed in Games Industry.biz's 100 most influential women in video games, MCV's 30 Under 30 and won MCV's Women in Games' Rising Star in Business award. Over her 10 years of tenure, Anita has launched a range of AAA to hit indie titles such as Overwatch, Fall Guys, Cult of the Lamb and many more, while providing vital support for industry events such as London Games Festival.

## Sean Hammond

Gcore / Territory Manager, UK & Nordics



Sean leads the UK & Nordics region for Gcore, bringing over 20 years of experience in media and broadcast infrastructure. With a deep understanding of the demands of high-volume, high-traffic events, he now applies his CDN, cloud services, and AI expertise to the gaming industry. When he's not helping customers, you'll find Sean reminiscing about Manchester United's glory days, or trying unsuccessfully to beat his teenage daughter at Hollow Knight.

## Serge Punchev

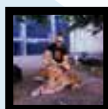
PUNChev Group / Founder



Serge Punchev is a serial entrepreneur, design expert, and angel investor with over 20 years of experience in UX/UI design, gaming, and tech innovation. He has held key roles as UX/UI Lead and Art Director for companies like EA Games, Gameloft, and Corel Corp, contributing to major game blockbusters. In 2018, he founded PUNChev Group, establishing it as a leader in UX/UI for games and applications. Under his leadership, the company partnered with major players, including 2K Games, SEGA, Gameloft, Sony and Netflix. In 2023, Serge expanded his ventures with RUBICO GAMES, launching over 30 original IP hybrid-causal and 2d games, and Radiation Flow, an AI-driven manufacturing solution. His work focuses on mentoring startups and shaping innovations that redefine gaming and technology.

## Pierré Andre

Double Jack / CEO



19 years in the industry as designer, producer and creative director in multiple studios across Europe and China, sticking fingers in design and production topics, and in his darkest hours, accounting.

## Robert Przybylski

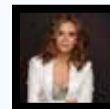
Interactive Studio Management / Senior Business Developer



For more than 13 years, Robert has worked as a Business Developer in the video games industry, beginning at GOG.com where he soon became Head of the Bizdev department, responsible for both expanding and overseeing the games portfolio. Subsequently, he relocated to Stockholm to join Paradox Interactive, focusing on Portfolio Business Development. Since 2020, he has been with ISM, assisting game development studios in achieving their goals.

## Erla Arnadóttir

LootLocker AB / Head of Business Development



Erla Bjarney Árnadóttir is the Head of Business Development at LootLocker, where she applies nearly two decades of experience in scaling and supporting tech startups through strategic partnerships, brand development, and stakeholder engagement. A founding force behind the Icelandic Games Industry (IGI), Erla has dedicated her career to advancing game technology, with key roles at companies like Crytek and Polystream. Driven by the transformative power of gaming, her journey as a dyslexic, ADHD professional and single parent has shaped her resilience, collaborative spirit, and unwavering commitment to making a meaningful impact on the industry and beyond.

## Dora Klindžić

SUMMER ETERNAL / agitator



Dora Klindžić is a physicist, writer and one of the firststarters at Summer Eternal.

## Jonathan Lander

Square Corners Consulting / CEO & Founder



Former SVP of Global Product and Publishing Operations at Bethesda and before that Executive Producer of EVE Online, Jon has worked across development and publishing over the last 15 years. He now runs a consulting firm helping developers engage with publishers as early as possible and helping publishers adapt and thrive amongst the challenges the industry poses today. Jon also tries to defy gravity in the mountains and has so far succeeded.

## Patrick Johnson

Playstack / Head of Discovery



Patrick is the Head of Discovery at Playstack, an award winning publisher with a mission to embrace the diversity of brilliant ideas. Playstack publishes fearless, delightful games to their fullest potential with dedication, expertise and extensive planning. Patrick's first two signed games for Playstack were Balatro and Abiotic Factor – he combines his previous experience in freelance journalism with his deep knowledge of indie games in order to seek out and support potential development partners. When not chatting with devs he can usually be found playing PS1-era JRPGs.

## Charlotte Cook

CALM Consultancy Ltd / MD & Founder



Charlotte Cook is a visionary leader with 14+ years in the video games industry, specialising in business strategy, revenue growth, and strategic partnerships. Her most recent role was as Global Commercial Director at Team 17, driving revenue across all verticals for this award-winning Indie publisher. A Women in Games Ambassador and GOSH Board Member, she champions DEI and talent development. Founder of CALM Consultancy, she advises games businesses, studios and publishers on growth strategies.

## Hrvoje Mitic

Croatian Game Developers Alliance / General Secretary



➤ Hrvoje is the new General Secretary of the Croatian Game Developers Alliance. He has been working in production, consulting and biz dev roles in the games industry for over a decade, helping finance, produce and publish various award-winning independent games, like Replaced, Luna Abyss, Worldless, QUBE 2, Lost Words, etc. He has experience consulting funding and investment firms on game industry opportunities, as well as film and animation studios about cross and trans-media projects. He recently completed a two year mandate as the Cultural Advisor for Videogames for the Croatian Audiovisual Centre, managing a preproduction grant programme that supported over 50 independent games.

## Amin Bakht

Phoenix Games / Head of UA



➤ Amin Bakht is a creative strategist with over 18 years of experience in media and entertainment. His career began when marketing was mostly a one-way broadcast messages sent without direct user input. Gaming introduced Amin to an interactive dialogue driven by data: player clicks, actions, and behaviors provided direct feedback. This real-time data dialogue ignited his passion for user acquisition, inspiring him to shape player-focused growth strategies that foster engagement and lasting connections.

## Youri Loedts

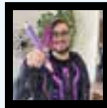
Flemish Audiovisual Fund / Head of Games Fund



➤ Youri Loedts has been the first Head of the Games Fund at the Flemish Audiovisual Fund (VAF) since 2018. With a background as a games journalist and marketing specialist, he is dedicated to strengthening the Flemish game industry and supporting talented developers.

## Ian MacKenzie

Pencil! / XR Dev, Nerd



➤ Ian MacKenzie is a XR Engineer & Creative Developer with a specialty in eXtending Reality in interesting ways. Over the last several years, Ian has contributed to bringing new & innovative mixed reality titles to the Quest platform including Pillow, Coastermania, Starship Home & Pencil. These experimental experiences have gone on to receive nominations and awards including an IGF Nuovo nomination, an AWE Auggie, & a DICE award. Ian is a longtime participant, turned Director, of the MIT Reality Hackathon with the goal to grow the immersive creator community by connecting talented innovators together with the latest XR technology.

## Argo Tuulik

SUMMER ETERNAL / Instigator



➤ Insurgent writer-game designer know for his writing on Disco Elysium and all its current expansions and scandals.

## Vladimir Gersl

Cyber Sail Consulting / CEO



➤ Vlad, an experienced executive in the game industry (Activision, Sony, PLAION), leads one of the most influential consulting firms, Cyber Sail Consulting. This agency assists game publishers and studios worldwide in finding publishing opportunities for their projects or in identifying interesting games for different publishers' portfolios. Cyber Sail also provides support with acquisitions, investments, restructurings, and portfolio curation.

## Mihai Pohontu

Amber / CEO



➤ Mihai Pohontu is the CEO of Amber, a game development agency headquartered in Bucharest, Romania. Previously Mihai was VP of Emerging Platforms at Samsung, building its developer ecosystem. Before Samsung, he oversaw Product Operations at Disney Interactive, a team of 600+ staff across 9 locations around the world. Prior to Disney, Mihai was the VP and GM of Central Development Services at Electronic Arts, overseeing operational teams supporting 18 development studios on 3 continents. He founded and was the GM of EA Romania, one of the largest game development studios in Eastern Europe.

## Antonio Pasalic

Artefact / Founder



➤ Antonio Pasalic has an extensive experience in event organization, esports, and business development. His career began in China, where he played a key role in organizing large-scale gaming conferences that brought together thousands of industry professionals. Over the years, he has expanded his expertise across global markets, managing high-profile events and fostering partnerships across Asia, Europe, and beyond. In addition to his work in gaming conferences, Antonio has been actively involved in the esports sector, overseeing operations, collaborating with major telecom companies, and working with internationally recognized brands. Antonio is also the founder of Artefact, a consulting agency specializing in business strategy, marketing, and event management within the gaming and technology sectors.

## Tomi Huttula

Cosmic Lounge / CEO



➤ Tomi Huttula is the CEO and Co-founder of Cosmic Lounge, a cutting-edge game studio specializing in mobile puzzle games powered by its proprietary AI technology, Puzzle Engine. Before founding Cosmic Lounge, Tomi held prominent technology product management positions at leading gaming companies, including King, Electronic Arts, and Kabam, enabling their hit games to be built and operated efficiently. With 30 years of experience in the gaming industry, Tomi has been part of the development and successful launch of over 100 game projects across mobile, console, and PC platforms. He holds an MSc in Software Development and a Guinness World Record for 512 hours of continuous computer game playing with a team in 1984. He worked 15 years in the San Francisco Bay Area and now resides in Stockholm, Sweden.

## Gerinda Meijerink

Raw Fury / Senior Partner Manager



➤ Gerinda is senior partner manager and sales team lead at boutique indie publisher Raw Fury and has worked on titles like Kingdom Two Crowns, Moonstone Island and Blue Prince. She is passionate about commercial strategies, bringing exciting opportunities to help developers succeed and fostering a positive company culture.

## Stefan Maurus

GIANTS Software GmbH / Senior Gameplay Programmer & Lead Integrator



➤ Stefan Maurus serves as the Lead Integrator at GIANTS Software, overseeing the integration of vehicles and assets into the Farming Simulator game series. Prior to entering the gaming industry, Stefan initiated his career as a modder, gaining recognition for the detailed mods he crafted. At GIANTS FarmCon and other industry events, he conducts workshops and presentations to assist modders in enhancing their mod creation skills.

# CAVES OF QUD



Nioks

In my current game I have a character with 4 arms, ending in 4 hands, possessing 4 chain-pistols. When I start firing the whole map is blanketed in a hail of lead slugs I craft myself. I currently possess 10000 slugs. No-one is safe from the Glocktopus. This game ♥♥♥♥♥.

## Tobias Kopka

Curatomic / VR Dance Club / CEO / Program Director



➤ Tobias Kopka is a Program Director, Curator, and Connector passionate about games, digital culture, and creative communities. He has curated programs for

Reboot Develop, gamescom congress, devcom, and Ludicrous. Tobias co-initiated Demoscene – The Art of Coding (UNESCO-listed) and the European Game Showcase at GDC. He also co-directs VR Dance Club and supports industry professionals as a certified Systemic Coach.

## Ana Krstajic

Petrushka Chord / Composer



➤ Since graduating from Berklee in 2018, Ana has built a thriving career as a composer, blending her love for classical music with scoring for visual media. Based in Serbia, she works on

international projects, including film, TV, theater, and video games, such as Apple TV's animated shorts and Heroic Magic Duel for Nordeus. Ana is also the lead composer for Rue Valley and a collaborative game project in Poland. An Artist in Residence at Kolarac Concert Hall, Ana promotes incidental music in Serbia, educates young composers, and founded a competition for aspiring talents in memory of Andrija Cikir. She pioneered high-standard video game concerts in Serbia, organizing a groundbreaking 2024 performance featuring Austin Wintory. In 2024, Ana received the Musika Klasika Award for Best Media Composer and became a Universal Music Artist with her soundtrack A Cross in the Desert. Her debut album, Mountain Eyes, highlights Balkan musicians and includes visually stunning music videos filmed in Montenegro's landscapes, capturing the essence of her artistic vision.

## Kirsty Gillmore

Freelance / Voice & Performance Director, Casting Director



➤ Kirsty Gillmore (she/her) is an acclaimed freelance Voice & Performance Director, Casting Director and Dialogue Producer. She has directed and cast over 50

game titles and animation projects. Game credits include The First Descendant, Valorant, Baldur's Gate 3, Metaphor: ReFantazio, Call of Duty and The Quiet Things; animation includes Shasha & Milo and the upcoming Netflix series Splinter Cell: Deathwatch. She was selected for the prestigious BAFTA Breakthrough UK programme in 2022.

## Pavol Buday

Freelancer



➤ After more than a decade playing games and spending way too much time reviewing them, Pavol started paying attention to individuals and teams helping them to connect

and finding the correct audience and partners by organising meet-ups, public events and conferences in Slovakia, Czech Republic, Croatia and Canada (Reboot Develop, Fest Anca and Game Days to name a few). Pavol co-founded Slovak Game Developers Association, was instrumental in setting up a public fund in Slovakia, is creator and curator for Game Conference Guide, your events calendar. During Reboot he is going to host painting mini figures evening.

## Adam Lason

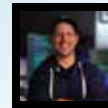
PixelAnt Games / Co-Founder



➤ He has spent years scaling and managing teams in software development. Focused on operations and product delivery.

## Dilmer Valecillos

Meta / Developer Advocate - MR



➤ Over the past decade, Dilmer has worked in roles ranging from Full Stack Software Engineer to XR Developer, creating AR/VR tools and training simulations. He later became

an XR consultant through his platform, "Learn XR," helping companies and developers adopt XR tools and SDKs. Now as a Developer Advocate at Meta, he focuses on empowering developers by sharing insights and best practices. Passionate about XR, he has created 950+ development videos on YouTube and shares educational content on X, Instagram, and Threads. His mission is to make XR development more accessible and inspire the next generation of creators.

## Daniel Pearson

Local Dialect / Communications consultant

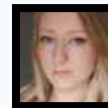


➤ After a decade as a consumer and B2B journalist, Dan decided he wanted to get a real job. Ten years after that, he's not so sure.

Now running a one-man comms, PR and marketing consultancy, Dan is retraining as a psychotherapist, with the intention of providing mental health support to the industry, specialising in Neurodivergence. Do not feed after midnight, he'll get terrible indigestion and he won't shut up about it.

## Tabbie Lawson

Silver Script Games / Artist



➤ A relative newcomer to the Games Industry, Tabbie has blazed her way into indie game development as a 3D Artist for the past 2 years after graduating from Falmouth University. She

considers her position as one of the artists at Silver Script Games akin to being part of a family and oozes passion for her work, burning the midnight oil by spending her time 3D modelling for their upcoming game, The Quiet Things. Other than making art, you'll find Tabbie gaming on the PC she and her partner built together or out walking their two pet ferrets.

## John Kavanagh

Aethir / SVP Business Development



➤ With over 20 years of executive leadership in Licensing, Business Development, Sales, Studio Management for Mobile, PC, Console, Web3 gaming, John has a proven

track record of delivering results and value for both established and emerging brands. John has successfully represented leading companies such as Transperfect, BBC Studios, Eidos and Paramount Pictures, licensing their IP, platforms and technologies for console, mobile, PC, Web2/3, and Blockchain applications.

He has also invented, developed, and successfully floated his company on AIM for the Toy of the Year award-winning Bubble, a groundbreaking interactive console using DVD. Additionally, he has authored multiple patents and white papers, and managed teams and studios in the U.S., EU and APAC. John is passionate about driving growth and innovation in the games and interactive technology sector, and empowering his clients and colleagues with cutting-edge solutions and services.

## Sarah Sorrell

Safe in Our World / Charity Director



➤ Sarah is the Charity Director for Safe In Our World. She has extensive experience in the third sector for which she has worked for over 20 years as a Fundraiser, Marketeer

and Communicator. Prior to Safe In Our World she worked in the sports sector where she developed mental wellbeing initiatives for young people to help them build mental toughness. She has always been an advocate for mental health and wellbeing, and truly understands how important it is to take mental health as seriously as physical health, especially in the workplace.

## Jasmine Uniza

Impact Reality / CEO



➤ Jasmine is the CEO & Co-Founder of Impact Reality Inc and Flat2VR Studios. Impact Reality is the leading PR & marketing agency in the VR industry having launched 100+ games. Flat2VR Studios is a specialty VR development team that focuses on turning beloved traditional gaming IPs into VR games. Their first game, Trombone Champ: Unflattened, has won several awards. Jasmine is also the founder of 'VR with Jasmine', a YouTube channel that educates and informs on AR & VR.

## Sanja Zugic

Playstudios / Head Of Studio Operations



➤ Sanja Zugic is the Head of Studio Operations at Playstudios Europe, bringing over a decade of experience in the gaming industry. A dedicated community builder and event organizer, she actively shapes the regional gaming landscape as a board member of the Serbian Games Association. Passionate about people development, Sanja also enjoys pottery and cooking in her free time.

## Luka Dorotić

Law firm Čolić Dorotić Ltd. / Attorney



➤ Luka is a partner at COLIC DOROTIC, a Zagreb based law firm that focuses on technology and IT industry. With over a decade of expertise, Luka has been advising clients in the areas of corporate and commercial law, contributing to some of the most prominent transactions in the region. Excited to discuss the legal side of gaming at the upcoming conference – let's make law and tech the ultimate power couple!

## Ilari Kuittinen

Housemarque / Studio Head



➤ Ilari Kuittinen is the co-founder and Studio Head of Housemarque, an award-winning game studio. He began his career in 1993 and co-founded Housemarque in 1995. After 26 years as an independent studio, Housemarque joined PlayStation Studios in 2021. Their latest game, Returnal (2021), received critical acclaim and multiple GOTY awards. Now with a team of 120, the studio focuses on its next PlayStation Studios title, aiming to create unique experiences and foster a learning organization.

## Juliette Auverny-Bennetot

Raw Fury AB / General Counsel



➤ Juliette is an entertainment lawyer who has spent the last twelve years working in the games industry, first at Paradox Interactive and now at Raw Fury. She loves chasing infringers, cooking & drinking wine – not necessarily in that order. Her favorite game will always be Kirby's Dream Land.

## Hind Toufga

Dashy Studios / Business Developer



➤ Hind Toufga is a Business Developer with a background in game localization, QA, production, UI/UX, and marketing. Active across the EMEA region, she blends biz-dev with PR and community strategies to drive growth. As a Women in Games Ambassador, she advocates for inclusion and Corporate Social & Digital Responsibility, using her industry insight to foster representation and build strong community ties.

## B2B EXPO AREA

Visit our dedicated open space business-to-business expo area **each day from 10 am to 6.30 pm**. The space functions as a B2B exhibition area as well as a meeting space between developers, service and tools providers, investors, and publishers.



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**IE**  
LAW

Interactive Entertainment  
Law Group

## René Otto

Deviant Legal / Video Game Attorney



➤ René Otto is considered by many to be one of the leading video game lawyer in Europe. He acts as a trusted legal advisor for over 250 developers, publishers and other companies within the industry. He is frequently invited to speak on international events and as a guest lecturer at Breda University of Applied Sciences.

## Anna-Carolin Weber

VR Dance CLUB / Artistic Director, Founder



➤ Award-winning scholar and dancemaker Anna-Carolin Weber works at the intersection of artistic research and practice, with media-choreography as her main focus.

The founder and artistic director of VR DANCE CLUB creates Mixed Reality dance performances. Awards: „DIVR Science Award 2021– Best Impact“ and „Avril Gold 2020“ for „Virtual Reality Moves“. 2021–2023 Federal Grants for Media-Choreography Performance Projects. 2008-2020 Academic Faculty Member at Ruhr-University Bochum, at Cologne University for Music and Dance, and at Macromedia University Cologne.

## Charles Cecil

Revolution Software / Founder, CEO

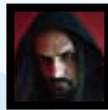


➤ Charles Cecil, awarded 'Industry Legend' status by Develop, has been a key figure in video games development for 40 years. In 1990 he founded Revolution, today one

of the world's leading adventure game companies which created the Broken Sword and Beyond/Beneath a Steel Sky series. Charles has additionally designed titles as diverse as The Da Vinci Code for Sony Pictures and Doctor Who for the BBC for which he won a BAFTA award. In 2011 Charles was awarded an MBE for services to the computer games industry, and in 2019 was awarded an honorary Doctorate by the University of York.

## Dragan Jerosimović

Full-stack Game Developer



➤ As one of the few ex-Yugoslav gamedev pioneers, Dragan participated in booting up the Serbian games industry in early 2000s. With 22 years of professional gamedev experience (and 15 more as a hobbyist developer before that), he touched almost every aspect of game production, including making his own tools and even programming languages for creating games. As Unreal Engine Developer, he worked on MetaHuman Creator and MetaHuman Animator at 3Lateral and later Epic Games, for which he got game credits on Marvel Spider-Man: Miles Morales, Spider-Man 2, Avengers, Horizon II: Forbidden West, Resident Evil: Village, Outriders, five games from The Dark Pictures anthology and Fortnite. Currently he is working on his own game as a full-stack game developer, while also designing an engine for narrative simulations.

## Rami Ismail

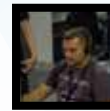
Indie Games Developer / Industry Ambassador



➤ Rami Ismail is a Dutch-Egyptian industry ambassador & independent games developer with over 20 titles across PC, console, web, and mobile. His development of tools like the industry-standard dopresskit.com, his prolific & popular public speaking, and highly-regarded consultancy and insights have helped shape industry opportunities for game communities & independent game developers of any kind, in any situation, and anywhere.

## Branislav Trajkovic

EMOTION SPARK STUDIO / CEO



➤ Branislav Trajković is the co-founder and CEO of Emotion Spark Studio, where, together with his team, he oversees both the business and development aspects of their game Rue Valley. With over 10 years of experience in the gaming industry, Branislav plays a key role in making strategic business decisions while actively contributing to the development process. The studio is currently focused solely on Rue Valley, a game that explores themes of self-reflection and inner struggles within a fantastic world. As a speaker at the conference in Dubrovnik, Branislav will share his experiences in leading the studio, navigating business challenges, and the approach to developing a unique game aimed at creating a deeper connection with players. He will also discuss the relationship between the development team and the publisher, highlighting the dynamics and collaboration that contribute to the success of the project.

## Ali Farha

Star Stable Entertainment / Senior Producer



➤ Senior Game Producer at Star Stable Entertainment AB, Keynote speaker, and Head of Game Producer Education at Future Games Warsaw

## Kate Edwards

Geogrify / SetLetters / CEO / Co-Founder



➤ Kate Edwards is the CEO and principal consultant of Geogrify, a consultancy which innovated content culturalization, as well as the CXO and Co-Founder of SetLetters, an

app focused on connecting tourist to global filming locations. She is also the former Executive Director of the IGDA from 2012 to 2017 and the Global Game Jam from 2019 to 2022. In addition to serving in several board and advisory roles, she is a geographer, writer, and corporate strategist. Following 13 years at Microsoft, she has consulted for EA/BioWare, Google, Amazon, Facebook, LEGO, Ubisoft, and many other companies. As an award-winning 29+ year veteran of the game industry, in 2021 she was included in the Forbes' "50 Over 50" Vision List as one of 50 veteran women selected from a wide variety of industries, and in the same year was inducted into the Women in Games Hall of Fame.

## Damir Durovic

Reboot / CEO



➤ Through 25 years of combined experience in running huge games industry events, games media and working within marketing/PR in the industry Damir has seen empires

rise and fall, and through all those years has finally grown an awesome beard. For last 11 years together with an incredible and small but super agile team has been running REBOOT brand consisting of both media and events sub-labels, featuring among others one of the biggest consumer game shows in Europe while also throughout a full decade of its existence building the world famous Reboot Develop Blue and Red, two games industry conferences that have redefined the worldwide games industry event landscape while conceptualizing the true meaning of the boutique games industry conferences. Damir also has vast experience in consulting on both marketing and PR matters within the industry as well as taking part in various M&A efforts worldwide. He is an avid extreme hiking challenges fanatic.

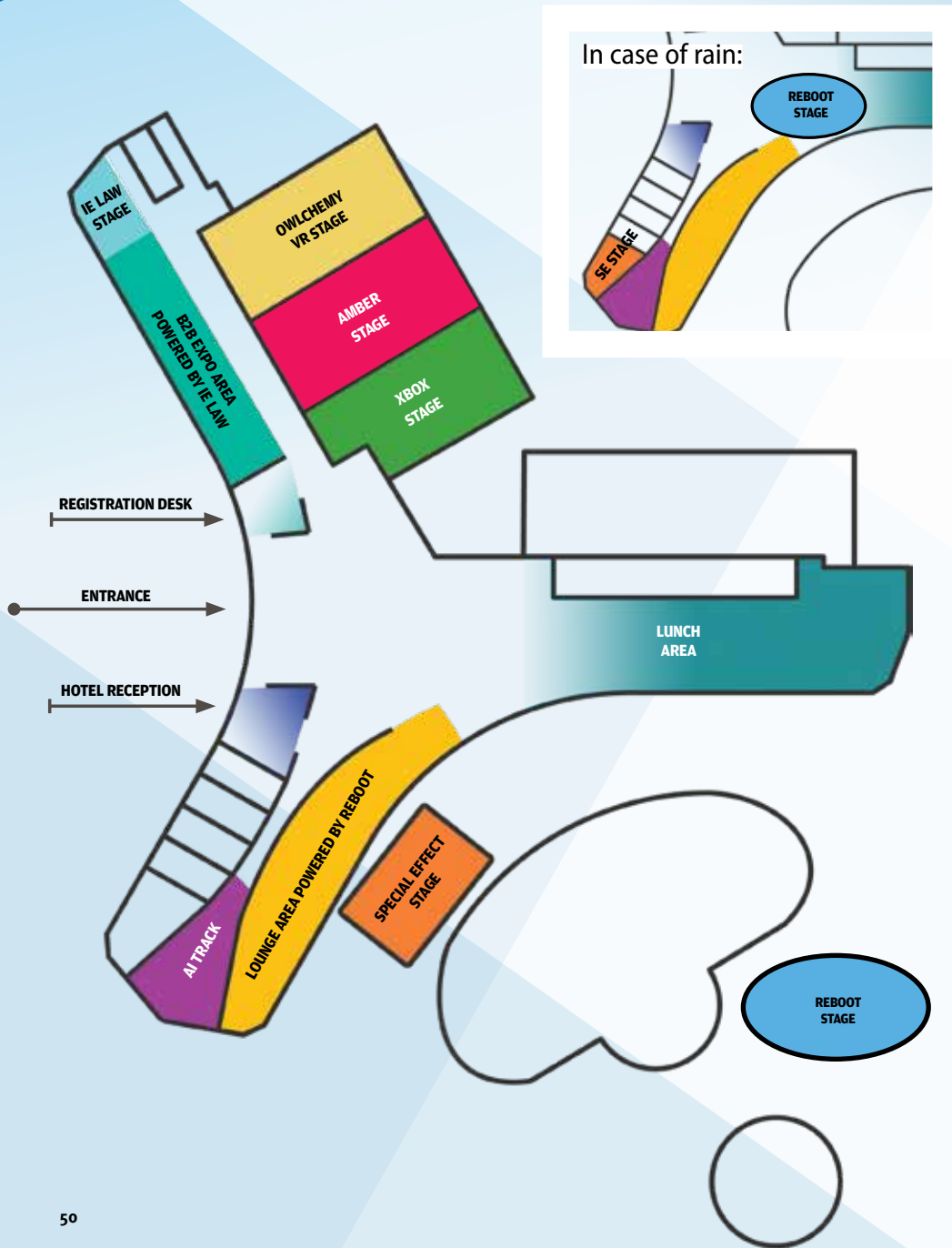


**REBOOT**

**DEVELOP BLUE**

**DUBROVNIK 2025**

*10th anniversary edition*



## The FOOTBALL TOURNAMENT

14th and 15th  
from 6 PM  
by the tennis court

What started as amateur fun between industry friends during Reboot Develop Blue became an official football tournament that has delivered some serious plays over the years!

Join us on Monday and Tuesday after the lectures and play, cheer and have fun!

\* For more info, please get in touch with [football@rebootdevelop.hr](mailto:football@rebootdevelop.hr)



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MONDAY, APRIL 14th

|               | XBOX TRACK  | AMBER TRACK  | OWLCHERRY VR TRACK  | AI TRACK   | IE LAW TRACK   | SPECIAL EFFECT TRACK (beachside stage)   | REBOOT TRACK (beachside stage)  |
|---------------|---|--|---|--|--|--|---|
| 09:45 - 11:00 | <p><b>OPENING CEREMONY - Damir Đurović, CEO, Reboot</b><br/> <b>KEYNOTE 10:00 - RJ Mical, Head of Games @ Google, and Jonathan Lander, CEO &amp; Founder @ Square Corners Consulting - From 16-bit to AI in games</b></p>                     |  |   |  |  |  |   |
| 11:00 - 11:30 | COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK |  |   |  |  |  |   |
| 11:30 - 12:30 | <p>XBOX DISCOVERY DAY<br/>                     Strategies for Indie Devs: How to Succeed with Xbox – James Lewis, Director of the ID@Xbox Developer Acceleration Program</p>  | <p>Fawzi Mesmar, VP Global Creative, Ubisoft<br/>                     Title: Demystifying Creativity</p>                                     | <p>Tommy Palm, CEO @ Resolution Games<br/>                     Title: Why VR and Games Matter – Movement, Connection, and Community</p>   | <p>PANEL Martin Kolcun (Pixel Federation), Mike Ull<br/>                     Moderated by Oz Silahtar<br/>                     Title: AI &amp; Art Panel</p>   | <p>Adam Boyes, CEO @ Vivrato<br/>                     Title: The Cataclysmic Shift: How changes in the last decade have rattled our foundation</p>   | <p>Elena Lobova, Head of Strategic Partnerships @ Burny Games<br/>                     Title: From Zero to One Hundred: How To Become The Fastest-Growing Studio Despite the Crisis</p>  | <p>Patrick Johnson, Head of Discovery @ Playstack<br/>                     Title: From Discovery to Launch - Finding Balatro &amp; Abiotic Factor</p>   |
| 12:30 - 13:30 | <p>XBOX DISCOVERY DAY<br/>                     Publishing with Xbox: Production End To End - Adam Heath, Production Partner Manager</p>   | <p>Richard Browne, Director @ Blue Moon Production Company<br/>                     Title: Grown Up Playing Games (and where to go next)</p> | <p>Yacine Salmi, Founder @ Salmi Games<br/>                     Title: How the VR/XR Game Market is Evolving</p>  | <p>Serg Kharchenko, Director Global Business Development @ EvaAI<br/>                     Title: AI and VR as a mental health service</p>  | <p>PANEL: Juliette Auverny-Bennetot (Raw Fury), Rene Otto (Deviant Legal)<br/>                     Moderated by Patrick Sweeny (IE Law Group)<br/>                     Title: Dissecting a "Standard" game publishing deal</p>                                     | <p>PANEL: Alexander Pan'kov (OwlCat Games), Marko Smljanić (Emotion Spark)<br/>                     Moderated by Branislav Trajković (Emotion Spark)<br/>                     Title: Building successful developer-publisher relationship</p>  | <p>PANEL: Jake Kulkowski (Guillotine), Anita Wong (Indigo Pearl), Mike Hendrixen (Vertigo 6)<br/>                     Moderated by Dan Pearson (Local Dialect)<br/>                     Title: PR Panel (WIP title)</p> |
| 13:30 - 15:00 | LUNCH BREAK / LUNCH BREAK / LUNCH BREAK / LUNCH BREAK / LUNCH BREAK / LUNCH BREAK / LUNCH BREAK / LUNCH BREAK / LUNCH BREAK / LUNCH BREAK / LUNCH BREAK / LUNCH BREAK / LUNCH BREAK / LUNCH BREAK / LUNCH BREAK / LUNCH BREAK /               |  |   |  |  |  |   |
| 15:00 - 16:00 | <p>XBOX DISCOVERY DAY<br/>                     Marketing: Finding Success with Xbox – Glenn Gregory, Director of Indie Games Marketing</p>  | <p>Catalin Butnariu, Chief Strategy Officer @ Amber<br/>                     Title: Why We Play (And Make) Games</p>                         | <p>Jasmine Uniza, CEO @ Impact Reality<br/>                     Title: A Creator's First Approach to Making and Releasing VR Games</p>  | <p>Martin Kolcun, Senior Tech Artist @ Pixel Federation + Gustav Pastucha, Strategic Partnerships @ Pixel Federation<br/>                     Title: AI: Again Innovation: Angles, Problems, Solutions</p> | <p>PANEL: Steve Escalante (Digital Bandidos), Morten Larssen (Raw Fury), Charlotte Cook (Calm Consultancy)<br/>                     Moderated by Jonathan Lander (Square Corner Consulting)<br/>                     Title: Rewriting the Publisher's playbook</p> | <p>Lukasz Hacura, CEO @ Anshar Studios<br/>                     Title: Sustainable Development - The New Name of the Game</p>  | <p>Gordon Van Dyke, Advisor @ Combined Effect<br/>                     Title: Game Grooming: Shaving For a Unicorn</p>  |
| 16:00 - 17:00 | <p>François Roughol, World director @ Sharkmob<br/>                     Title: Welcome to Colton County: The World of Exborne</p>   | <p>Teemu Haila, Co-Founder &amp; CPO @ Metaplay<br/>                     Title: Technical Anatomy of a Top-Grossing Game in 2025</p>         | <p>Linnea Harrison, CEO @ Neat Corp<br/>                     Title: Presence of Mind: Telling Stories One Step at a Time</p>  | <p>PANEL: Sean Hammond (Gcore), Markus Kiukkonen (BitMagic), Serg Kharchenko (EvaAI)<br/>                     Moderated by Oz Silahtar<br/>                     Title: New Gaming Experiences</p>          | <p>Fireside Chat: David Higley, Partner @ Perella Weinberg Partners + Brogan Keane, Managing Partner @ Double Black Capital<br/>                     Title: State of the Industry</p>  | <p>Sarah Sorrell, Charity Director @ Safe In Our World<br/>                     Title: It's About Time: How We Can Change the Landscape of Mental Health in the Games Industry</p>   | <p>Pontus Mähler, Co-Founder @ Agora Gaming Partners<br/>                     Title: Closing deals in 2025</p>  |
| 17:00 - 17:30 | COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK |  |   |  |  |  |   |
| 17:30 - 18:30 | <p>UNITY: Pitching session</p>  | <p>Tomislav Gojević, Head of Studio (Fury Studios)<br/>                     Title: How to (successfully) run a game dev studio</p>           | <p>PANEL: Maeva Sponbergs, Kris Wingfield-Bennett, Eric Masher<br/>                     Moderated by Yacine Salmi<br/>                     Title: Release Strategy Success for XR</p> | <p>Markus Kiukkonen, Co-Founder @ BitMagic<br/>                     Title: Bitmagic: The Journey</p>   | <p>Fireside Chat: Louis-Rene Auclair, CEO @ Rocket Ride Games + Justin Berenbaum, VP Strategy &amp; GM @ Xsolla<br/>                     Title: The Art of Pitching</p>  | <p>PANEL: Daniel Lyozov (Critical Reflex), Johan Toresson (Raw Fury), Trisha Lee (United Label), Yves LE YAOUANQ (Focus Entertainment)<br/>                     Moderated by Callum Underwood (Uwu Biz / IndieB)<br/>                     Title: Indie Publishers friendly interrogation</p> | <p>Martijn van Zwieten, Business Consultant<br/>                     Title: Simple, Not Easy: Why Every Studio Needs An Operating System</p>  |
| 18:30 - 19:30 | <p>Ste Curran: Killing The Games Industry 2025</p>  | <p>Ali Farha, Senior Producer @ Star Stable Entertainment<br/>                     Title: Yesterday's Debt and Tomorrow's Dream</p>          |   | <p>John Kavanagh, SVP Business Development @ Aethir<br/>                     Title: Real-time AI Generated Characters and their Impact on Localization and Storytelling</p>                                |  | <p>Stefan Maurus, Senior Gameplay Programmer &amp; Lead Integrator @ GIANTS Software GmbH<br/>                     Title: Mastering Complex Vehicle Types in Farming Simulator</p>   | <p>PANEL: Scaling Vision: Business Development from Indie Grit to Global Stage<br/>                     Moderated by Marko Otašević</p>   |

**TUESDAY, APRIL 15th**

|               | XBOX TRACK  | AMBER TRACK   | OWLCHEMY VR TRACK   | AI TRACK  | IE LAW TRACK   | SPECIAL EFFECT TRACK (beachside stage)  | REBOOT TRACK (beachside stage)   |
|---------------|---|---|---|---|--|---|--|
| 10:00 - 11:00 | <b>KEYNOTE: Kate Edwards, Founder @ Geogrify / SetJetters - Dare Mighty Things: The 5 Key Lessons I've Learned</b>  |   |   |   |  |   |  |
| 11:00 - 11:30 | COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK |   |   |   |  |   |  |
| 11:30 - 12:30 | PANEL: Terry Chen (Modulate), Rami Ismail, Hind Toufqa (Julicia Studio)<br>Moderated by Mehdi Benkirane<br>Title: Countermeasures To Toxicity In Games: Can Morality and Capitalism coexist?  | PANEL: Adam Boyes (Vivrato), Mihai Pohontu (Amber), Brad Hendricks (Blind Squirrel)<br>Hosted by Elizabeth Howard (Midwest Games)<br>Title: The State Of External Development In Games In 2025                    | VR SOCIAL HOUR<br>Open social meeting hour for developers currently or interested in developing for VR platforms  | Mike Ull, programmer<br>Title: The evolution of generative AI in Game-Development for a Solo Developer                          | Fireside Chat: Justin Berenbaum, VP Strategy & GM @ Xsolla + Patrick Sweeney, Attorney @ IE Law Group<br>Title: Negotiation Strategy   | Richie de Wit, Founder @ Bear Knuckle<br>Title: Resonance: a minimal long-tail relationship building framework  | James Parker, Head of Studio @ Ground Shatter<br>Title: Oh shit, I sold my company, now what?  |
| 12:30 - 13:30 | Mike Hendriksen, Founder/Marketing & PR Director @ Vertigo 6 - The Video Game Agency<br>Title: Be remarkable or be invisible: How to stand out with your game   | PANEL: Jaime Gine (Amber), Catherine Bygrave (Sumo Digital), Rebecca Lautner (Landfall)<br>Moderated by Pavol Buday<br>Title: The Red Flags of Building Relationships: Practical Advice from Seasoned Veterans    | PANEL: Peter Bruun, Doug North Cook<br>Moderated by Linnea Harrison<br>Title: Level Design for VR: How Emotional Pacing and Spatial Design Go Hand in Hand      | Justin Stolzenberg, Co-Founder @ Metica<br>Title: Mastering Blended ROAS: How AI helps conquer hybrid monetization              | Alina Soltys, Founder @ Quantum Tech Partners<br>Title: Mastering the M&A Game: Avoiding Pitfalls, Optimal Structures, Winning Formulas  | Vladimir Kovač, Programmer @ Fury Studios<br>Title: Battle Tested - Lessons from long-term post-release support   | PANEL: Antonio Pašalić (Artefact), Ante Vrdeja (Big Blue Bubble), Sanja Žugič (Playstudios), Pontus Mähler (Agora Gaming)<br>Moderated by: Andrej Kovačević<br>Title: How to Win at the Business Game (Without Losing Your Mind)   |
| 13:30 - 15:00 | LUNCH BREAK / LUNCH BREAK / LUNCH BREAK / LUNCH BREAK / LUNCH BREAK / LUNCH BREAK / LUNCH BREAK / LUNCH BREAK / LUNCH BREAK / LUNCH BREAK / LUNCH BREAK / LUNCH BREAK / LUNCH BREAK / LUNCH BREAK / LUNCH BREAK / LUNCH BREAK / LUNCH BREAK / LUNCH BREAK /                 |   |   |   |  |   |  |
| 15:00 - 16:00 | Christian Fannesbech, CEO and Head of IP @ Leverage<br>Title: 10 Ways to Kill Your IP—Before and After It Hits  | PANEL: Serge Punchev (Punchev Group), Adam Lason (PixelAnt), Jakub Mikyska (Grip Digital)<br>Moderated by Catalin Butnariu (Amber)<br>Title: The Role of Eastern & Central European Teams In External Development | Thomas Reisenegger, Founder @ Future Friends Games + Kris Wingfield-Bennett, Director @ Future Friends Games<br>Title: VR Marketing Talk about VR Marketing     | Tomi Huttula, CEO @ Cosmic Lounge<br>Title: How Cosmic Lounge is Using AI to Change the Game                                    | PANEL: Adam Boyes (Vivrato) and Chris Donahue (Epic Games)<br>Moderated by Patrick Sweeney (IE Law Group)<br>Title: Networking Essentials ~ The "Carter" Way   | Aesthetician Labs presents: Sam Magnolia, Producer & Studio Manager; Noah Magnolia, Lead Developer; and Aidan Markham, Lead Artist<br>Title: Running The Near-Miss Factory: Persistence Through Failure | Beachside chat: Ste Curran (Game Designer) & Charles Cecil, Founder @ Revolution Software  |
| 16:00 - 17:00 | Xavier Marot, Chief Production Officer @ Focus Entertainment<br>Title: Embracing delays   | Beachside chat: Harald Riegler (Jumpgate)<br>Moderated by Jaime Gine (Amber)<br>Title: External Development War Stories   | Fireside chat: Pierre De Andre, CEO @ Double Jack, hosted by Maeva Sponbergs<br>Title: Orchestrating a Masterpiece: A Fireside Chat with the Creator of Maestro | Sean Hammond, Territory Manager (UK & Nordics) @ Gcore<br>Title: AI that Pays Off: Scaling GameDev without breaking your budget | AGENTS ROUNDTABLE: Louis-Rene Auclair (Rocket Ride Games), Maarten de Koning (SeaFire Ventures & Shareholder, DDM), Robert Przybylski (Interactive Studio Management)<br>Moderated by Patrick Sweeney (IE Law Group) | Vladimir Cersl, CEO @ Cyber Sail Consulting<br>A Macro Look: 2025 Publishing Trends & Forecasts   | PANEL: Bruno Urban (Fishing Cactus), Youri Loedts (Flemish Audiovisual Fund), Thierry Baujard (Spielfabriek), Hrvoje Mitić (CGDA)<br>Moderated by Noah Maričak (HAVC)<br>Title: Power through partnership, resilient co-production |
| 17:00 - 17:30 | COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK |   |   |   |  |   |  |
| 17:30 - 18:30 | UNITY: Pitching session   | Ste Curran: Perfect   | Ian Mackenzie, XR Developer @ Pencil XR<br>Title: PencilXR: Combining the Digital and Physical for Novel XR Design  | PANEL: Tomi Huttula (Cosmic Lounge), Justin Stolzenberg (Metica)<br>Moderated by Gustav Pastucha (Pixel Federation)             | -  | PANEL: Global Publishing & IP Strategy for Modern Games<br>Moderated by Marko Otašević  | PANEL: Ali Farha (Star Stable Entertainment), Madalina Niculae (Improbable.io)<br>Moderated by Dennis Fong (GGWP)<br>Title: Next-Gen Player Communities: Safety, Support, and the Future of Online Play                            |
| 20 h          | <b>Official 10th-anniversary fireworks in front of the hotel</b>  |   |   |   |  |   |  |

WEDNESDAY, APRIL 16th

|               | XBOX TRACK   | AMBER TRACK  | OWLCHEMY VR TRACK  | REBOOT TRACK   | IE LAW TRACK   | SPECIAL EFFECT TRACK (beachside stage)   | REBOOT TRACK (beachside stage)   |
|---------------|--|--|--|--|--|--|--|
| 11:00 - 11:00 | Dave Gilbert, CEO @ Wadjet Eye Games<br>Title: Building an emotional connection with your work and the audience.   | PANEL: Patrice Désilets (Panache Digital Games), Fawzi Mesmar (Ubisoft), Johan Toresson (Raw Fury)<br>Moderated by Tim Browne (Bright Gambit)<br>Title: The Biggest Fuck-up in the Industry I've made (so far)             | PANEL: Richard Browne (Blue Moon Production Company), Laurent Grumiaux (Fishing Cactus), Tereza Roller (Plan A Collective)<br>Moderated by Huel Chan, Producer @ RapidEyeMovers<br>Title: No Guarantees: Playing with Risk Before Production | Ilari Kutinen, Studio Head @ Housemarque<br>Title: Learnings from three decades  | -  | PANEL: Gerinda Meijerink (Raw Fury), Pavol Buday, Marko Otašević (Turing Studio)<br>Moderated by Kristina Janković Obućina (SGA)<br>Title: How to master the Holy Trinity - indie, publisher, conference | Madalina Niculae, Lead Producer @ Improbable.io<br>Title: Building at Speed Without Breaking What Matters: Quality in the Face of Chaos                                      |
| 11:30 - 11:30 | COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK  |  |  |  |  |  |  |
| 11:30 - 12:30 | Jake Birkett, co-owner @ Grey Alien Games<br>Title: Return of the No Hit Wonder  | Simon Usiskin, CEO @ JWR Ventures<br>Title: Music and Games: BFF's or Mortal Enemies?  | Discussion: Doug North Cook, Andrew Eiche, Tommy Palm<br>Title: The State of VR  | PANEL: Sarah Sorrell (Safe in Our World), Anna-Carolin Weber (VR Dance Club), Erla Arnadóttir (LootLocker), Fawzi Mesmar (Ubisoft)<br>Title: Understanding Ourselves via Our Craft: Why We Do What We Do, and What Led Us There<br>Moderated by Tobias Kopka | Fireside chat: Louis-Rene Auclair, founder @ Rocket Ride Games + Patrick Sweeney, attorney @ IE Law Group<br>Title: Challenges of Growing a Games Community in a New or Small Market | Tracey McGarrigan, CEO @ Ansible Comms, Bruce Grove, COO/CTO @ Ansible Comms<br>Title: 5 Top Tips To Make You A Triumphant Founder!  | Tadej Gregorcic, CTO/Co-Founder @ Motiviti / coherence<br>Title: Elroy and the Aliens: An Epic Journey to Editor's Pick  |
| 12:30 - 13:30 | PANEL: Alyx Jones, Founder @ Silver Script Games; Dave Jones, Actor @ Baldur's Gate 3, Warhammer 40K; Kirsty Gillmore, Voice Director @ Baldur's Gate 3; Tabbie Lawson, 3D Artist @ Silver Script Games<br>Moderated by Liz Plant, Community Manager @ Glowmade<br>Title: Insights into the process of making an Autobiographical Video Game | Fireside Chat: Will Lowther (Splash Damage), Senja Kaarela (Arrowhead)<br>Moderated by Mihai Pohontu (Amber)<br>Title: External Development from a AAA Point of View   | PANEL: Thomas Reisenegger (Future Friends Games), Eric Laurent (Squido Studio), Jasmine Uniza (Impact Reality)<br>Moderated by: Dimer Valecillos (Meta)<br>Title: Creating better VR video content   | Jörg Tittel, CEO/Creative Director @ RapidEyeMovers<br>Title: What Are We Afraid Of?   | Brogan Keane, Managing Partner @ Double Black Capital<br>Title: Recession-proofing your Studio: How to Batten Down the Hatches when Times Get Tough                                  | René Habermann, Director @ Bippinbits<br>Title: Don't Ship the Wrong Game: Prototyping and Production Without Regret   | PANEL: Dora Klindžić (Summer Eternal), Argo Tuulik (Summer Eternal)<br>Moderated by Aleksandar gavrilović (Summer Eternal)<br>Title: Building Dialogue Systems in Videogames |
| 13:30 - 15:00 | LUNCH BREAK / LUNCH BREAK / LUNCH BREAK / LUNCH BREAK / LUNCH BREAK / LUNCH BREAK / LUNCH BREAK / LUNCH BREAK / LUNCH BREAK / LUNCH BREAK / LUNCH BREAK / LUNCH BREAK / LUNCH BREAK / LUNCH BREAK / LUNCH BREAK / LUNCH BREAK / LUNCH BREAK / LUNCH BREAK /  |  |  |  |  |  |  |
| 15:00 - 16:00 | Wilhelm Nylund, CEO, Landfall<br>Title: We made a hit game in one month  | PANEL: Melissa 'Mj' Lewis (Kepler Interactive), Sky Tunley-Stainton (Safe In Our World), Erla Arnadóttir (LootLocker AB)<br>Moderated by Dan Pearson (Local Dialect)<br>Title: Neurodiversity in the Games Industry        | Eric Laurent, Marketing Director @ Squido Studio<br>Title: From Dingle to Digi: VR Success Through Smiles and Good Energy  | PANEL: Creative Vision Meets Business Strategy: From Concept to Product<br>Moderated by Andrej Kovačević   | Legal Round Table (Lawyers AMA) with: Luka Čolić (Čolić Dorotić), Peter Lewin (Wiggin), Rene Otto (Deviant Legal), and Patrick Sweeney (IE Law Group)                                | -  | Dan Thomas, Mess Maker @ HeyDanThomas Ltd<br>Title: So, you wanna start a games biz?   |
| 16:00 - 17:00 | UNITY: Pitching session  | PANEL Jörg Tittel (RapidEyeMovers), Tracey McGarrigan (Ansible Communications), Patrice Désilets (Panache Digital Games)<br>Moderated by Dan Pearson and Sustaining Creative Game Studios<br>Moderated by Andrej Kovačević | Jazmin Cano, Senior UX Research Specialist @ Owlchemy Labs<br>Title: Making VR Accessible, from Job Simulator to Dimensional Double Shift  | -  | PANEL: Ana Krstajic (Petrushka Chord)<br>Title: TBD  | Andre Willans, Studio Design Director @ Sumo Newcastle<br>Title: Flow State: Player and Developer Experiences  | Dragan Jerosimović, Full-stack Game Developer<br>Title: The Anatomy of a Narrative Simulation  |
| 17:00 - 17:30 | COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK / COFFEE BREAK  |  |  |  |  |  |  |
| 17:30 - 18:30 | Award Ceremony for Pitching Sessions & Indie Awards, Annual Hero Award + Closing Ceremony  |  |  |  |  |  |  |