



GameFest Conference Program

October 24, 2018

Day 01

Venue	Function Room	
Time	Speaker	Topic
09:30am-10:00am		Opening Speech
10:00am-11:00am	<b>Stefan Baier</b> General Manager <i>Streamline Games</i>	<b>KEYNOTE:</b> AAA Game Development in South East Asia
11:00am-12:00nn	<b>Chris Natsume</b> Creative Director & Co-Founder <i>Boomzap</i>	Your Design is Bad. And You Should Feel Bad.
12:00pm-1:00pm	Lunch Break	
1:00pm-2:00pm	<b>Chad Provencher</b> Senior Technical Director <i>House of Moves</i>  Interviewed by <b>Marla Rausch</b> CEO <i>Animation Vertigo</i>	<b>FIRESIDE CHAT:</b> Pipeline and Infrastructure: The Backbone of Production
2:00pm-3:00pm	<b>Jim Lipscomb</b> Senior Motion Capture Animator <i>Epic Games</i>	<i>Motion Capture and Virtual Production at Epic Games</i>
3:00pm-4:00pm	<b>Max Murray</b> Business Development Manager <i>Faceware Technologies</i>	Lights, Camera, ANIMATION! An overview of Facial Mocap
4:00pm-4:30pm	<b>Max Murray</b> Business Development Manager <i>Faceware Technologies</i>	<b>Mini-Workshop:</b> Exploring Realtime Facial Animation in Game!



Venue	Small Room	
Time	Speaker	Topic
11:00am-11:30am	<b>Kris Antoni Hadiputra</b> CEO and Founder <i>Toge Productions</i>	How to Survive Indiepocalypse and Conquer The World
11:30am-12:00nn	<b>Ryan Sumo</b> Co-Founder <i>Squeaky Wheel Studios</i>	My Unlikely Quest from Freelancer to Cofounder
12:00pm-1:00pm	Lunch Break	
1:00pm-2:00pm	MODERATOR: <b>Gabby Dizon</b> Chairman and Co-Founder <i>Alto</i>  <b>Irene Umar</b> Managing Partner <i>Discovery Nusantara Capital</i>  <b>Joony Koo</b> Partner & Director of Business Development <i>Block Crafters</i>  <b>Tony Zander</b> SVP of Product & Development <i>Vectr Ventures</i>	<b>FIRESIDE CHAT:</b> Why Should an Investor Put Money in YOUR Company?
2:00pm-2:30pm	<b>Gwen Guo</b> Co-Founder <i>Imba Interactive</i>	The Importance of Game Audio
2:30pm-3:00pm	<b>Josh Bautista</b> Business Development Director <i>Monstronauts</i>	Trial by Fire: Our Journey into Indie Game Development and Self-publishing
3:00pm-4:00pm	MODERATOR: <b>Gabby Dizon</b> Chairman and Co-Founder <i>Alto</i>  PANELISTS: <b>Ryan Sumo</b> Co-Founder	Indie Panel: Ask Me Anything



	<p><i>Squeaky Wheel Studios</i></p> <p><b>Chris Natsume</b> Creative Director &amp; Co-Founder <i>Boomzap</i></p> <p><b>Kris Antoni Hadiputra</b> CEO and Founder <i>Toge Productions</i></p>	
4:00pm-5:00pm	Portfolio Review	

GameFest Conference Program  
**October 25, 2018**  
**Day 02**

Venue	Function Room	
Time	Speaker	Topic
10:00am-10:30am	<p><b>Maarten Noyons</b> Founder <i>International Mobile Gaming Awards</i></p>	Putting Blockchain Games in Perspective: How Could This Look 20 Years from Now?
10:30am-11:00am	<p><b>Luna Javier</b> Creative Director and Co-Founder <i>Altitude</i></p>	Cryptogames 101: A Game Design Talk for Noobs
11:00am-11:30am	<p><b>Ronnie Tan</b> Managing Director <i>Gumi Asia</i></p>	Introduction to Mobile Game Publishing and Blockchain in Mobile Gaming
11:30am-12:00nn	<p><b>Hal Bame</b> CEO <i>MagnaChain.co</i></p>	<i>Game Industry Issues and how Blockchain Technology Can Solve Them</i>
12:00pm-1:00pm	Lunch Break	
1:00pm-2:00pm	<p>MODERATOR: <b>Gabby Dizon</b> Chairman and Co-Founder <i>Alto</i></p>	<p><b>PANEL:</b> Blockchain Games - Sorting Hype from Reality</p>



	<p>PANELISTS:</p> <p><b>Paul Gadi</b> CTO &amp; Co-Founder <i>Alto</i></p> <p><b>Marc Coupal</b> Business Development Manager <i>Enjin</i></p> <p><b>Phil Tossell</b> Founder &amp; Game Director <i>Blockplay Limited</i></p>	
2:00pm-2:30pm	<p><b>Jeff Zirlin</b> Growth Lead <i>Axie Infinity</i></p>	How to Build A Strong Community Around Your Blockchain Game
2:30pm-3:00pm	<p><b>Michael Chung</b> Co-founder and COO <i>BitMatrix</i></p>	Present and Future of Block Chain Game
3:00pm-4:00pm	<p>MODERATOR:</p> <p><b>Maarten Noyons</b> Founder <i>International Mobile Gaming Awards</i></p>	PANEL: Trends, Categories, Do's and Don'ts Trying to Make Sense of Blockchain Games.
4:00pm-5:00pm	<p>MODERATOR:</p> <p><b>Maarten Noyons</b> Founder <i>International Mobile Gaming Awards</i></p>	PANEL: How to Win Awards. And What This Means for Your Company and Your Career.