



GameFest 2017

Speaker Profiles

Oct. 26-27, 2017. SMX MOA

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DICT



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CEOs Gabby Dizon of Altitude Games and Marla Rausch of Animation Vertigo conferred with the famed Art Director of Naughty Dog, Erick Pangilinan months back to inspire this years GameFest Conference. It's bringing together the best line-up of technical speakers ever assembled under the Philippine sun for our promising Game Industry. Together with GDAP and its industry allies we will continue to generate learning & collaborative opportunities to develop more local talent to gain our unfair share of the global Video Game economy.

GDAP reserves the right to adjust speaker schedules and presentations to fit our 2 day schedule. Be ready for an intense 2 days.

- * Originally, the Conference was designed to be a Pre-Event to ESGS and be a one day affair. As soon as it was formally launched, it garnered more interest that drew in more esteemed speakers. It has now expanded into 2 days using 2 different rooms at SMX MOA.



Day 1

BRIAN RECKTENWALD, Naughty Dog - “As an environment artist, Brian has applied is exceptional artistic talent to AAA games. He began his career as an artist at LucasArts on The Force Unleashed and The Force Unleashed II. He went on to become the Environment Art Lead for the Star Wars 1313 project at Lucasfilm. He been at Naughty Dog since 2013 focusing on modeling, working with some of the most talented designers and artists responsible for the highly acclaimed video game, Uncharted 4: A Thief's End and Uncharted: The Lost Legacy. Having now worked in the games industry for more than 10 years, he specializes in modelling, texturing, surfacing and lighting with highly refined skills in the use of Z-Brush, Maya, 3DS Max, Unreal, and photogrammetry. Brian also has CG skills in matte painting, compositing, particles, dynamics, and photography. He is described by his colleagues as a very gifted artist who can take on tools still in a prototype stage and churn out work that is truly eye-popping.”

MASTER CLASS (3.5 hours)

Environment Art Creation For AAA Games

- Introduction on creating environment art for AAA games
- The process of creating an environment from block mesh to final
- Using advanced techniques with a focus on photogrammetry
- Live demo in Unreal
- Uncharted Environment Art
- Introduction about Brian and Naughty Dog
- The Naughty Dog environment art process
- Breakdown of an environment from Uncharted: The Lost Legacy Video montage from Uncharted 4 and Uncharted: The Lost Legacy

RYAN TORREY, House of Moves - As the Lead Animator at House of Moves, Ryan Torrey has been bringing characters to life for over 10 years. Ryan is a lifelong gamer and has had the pleasure of animating classic video game franchises like Uncharted, Halo, God of War, Call of Duty, Mortal Kombat X, Resident Evil and the Injustice series. He is dedicated to his craft, and this can be seen by his tattoos, which feature images of these top franchises

Blending Combat Animations for Fighting Games(2.5 hours)

Day 1

Day 2



Day 2



Talk Title: Facial Motion Capture | Present Techniques and Future Vision (60 minutes)

MAX MURRAY. Max is a Business Development Manager for Faceware Technologies, Inc. (FTI), in Los Angeles, where he works directly with animation studios, leading video game companies, and indie animators worldwide to provide cutting-edge facial motion capture technology for their projects. In addition, he runs the FTI Education Outreach Program, which seeks schools and students interested in getting more involved with the Mocap world. Over the past 12 months, he has attended and exhibited on behalf of Faceware at 10 conferences worldwide, including GDC, GamesCom, Siggraph, and MIGS. He holds B.A. in Digital Media Art & Design from Duquesne University, and an Entertainment Industry Management Masters degree from Carnegie Mellon University. He's a Pittsburgh yinzer that misses the cold weather, doesn't believe in expiration dates on leftovers, and **correctly** believes that cats are better than dogs.



SAM GOODWIN, Sam is a Motion Capture Technician who joined the Vicon Support team just over a year ago, helping to develop and support cutting edge applications for industry leaders in the UK and Europe. His current focus includes working with real-time and VR techniques within a motion capture pipeline.

Talk Title: Workshop on Shogun (2 hours)



MAX COWEN, Max is a Motion capture and animation specialist from the game industry, specialising in integrating motion capture with existing pipelines and frequently advises and assists industry leaders in best practices and workflows. Max has been a technical lead on “AAA” production level game projects and provides advice and support for studios worldwide.

Talk Title: MOCAP and Beyond VFX (60 minutes)



Day 1



Day 1

Talk Title: An Animators Journey: One Frame At A Time (60 minutes)

IAN LANG, Senior Animator from Blizzard Entertainment - "Many years ago, I wandered into an art school and found out that, in fact, you could do animation for a living. I was excited for the opportunity to create memorable experiences for audiences in the way those early games affected me. The first four years of my career were a constant hop from studio to studio, some small, and others even smaller, working on TV and DVD projects. Eventually I made my way to Los Angeles where my whole career opened up. Now I was working on AAA titles like Gears of War 4, Halo: Reach, Lost Planet 3, and Call of Duty. Those few years were a blur of different, incredible titles all giving me a crash course in gaming, the industry I eventually settled into. Now working at Blizzard, a company that helped define large parts of my childhood, I couldn't be happier. World of Warcraft has been the highlight of my career; working with an incredible team and studio."



Talk Title: What is Tech Art? (60 minutes)

JOSHUA AXNER, Technical Artist, Character TD, Rigger from Blizzard Entertainment - is a problem solver at heart. Once Joshua discovered the Technical Art field, there was no turning back. Being in the industry for over 10 years, he's picked up a trick or two that keeps his animators happy and production flowing smooth. Early in his career, Joshua worked with the technical aspects of mocap data on Uncharted, Uncharted 2: Among Thieves, Resident Evil 5, and Left 4 Dead 2. From there he moved to LucasArts and rigged characters on The Force Unleashed II. After Later, he transitioned over to Lucasfilm Animation and helped develop a Star Wars animated TV show. Now at Blizzard Entertainment, he Joshua is humbled and excited each and every day to come to work. For many years he rigged characters and creatures on World of Warcraft. Currently, he is a Technical Artist on Blizzard's Incubation team, where he gets to tackle completely new challenges on a daily basis.



Day 2



Everwing **Day 1 (30 mins.)**

JIA SHEN, VP of Product for Blackstorm Labs (Everwing!) - A serial entrepreneur constantly moving between the San Francisco Bay Area and Tokyo, Jia is focused on offline-to-online technologies, mobile and gaming, and the arbitrage between Asia and the West. A strong technologist by training, he specializes in growth hacking, social mechanics, deep analytics, and gamification. Named one of Businessweek's top twenty-something entrepreneurs in 2008, Jia has always had a passion for cutting-edge technologies, and is a die-hard gamer and hacker/programmer. Jia has founded, funded, and operated large startups in the USA, China, and Japan. Prior to founding RockYou at 25, Jia had deep experience across a range of technology companies, including consumer shopping, email authentication and security, Enterprise International Supply Chain Management, and VoiceXML / telephony. Jia was a contributing member of the original team at Bell Laboratories that developed the VoiceXML format into the W3C standard.

CHRISTOPHER NAATSUME, Co-Founder of BOOMZAP. Christopher Natsuume has been making games since 1994, actively working as a designer, producer, and director, with credits on almost 50 games on PC, console, and mobile, including producing the original Far Cry. He holds a BA from the University of Texas at Austin and an MBA at the University of Washington, Seattle. He is currently the Creative Director and Co-Founder of Boomzap Entertainment, one of the pioneers of the virtual studio environment. Since 2005, Boomzap has developed over 40 game titles, winning multiple awards and selling tens of millions of units worldwide, making it one of the top casual game studios in the industry today. He has been speaking at game conferences around the world, giving lectures about indie game development and publishing.



"Game Developers in 17 Different Cities Working for 1 Virtual Game Studio: This is How We Do It" **Day 2 (30 mins.)**

Chris Natsuume will share tips for running a virtual studio including: Reinventing the contractor agreement; Managing multiple small, independent, distributed teams; Tracking success and failure in virtual staff; Hiring for virtual character; and Choosing the right tools for building a virtual work environment.



Yifei's desire to be a one man game development team led him to take on multiple roles ranging from Technical Artist to Gameplay Programmer. He had been soaking up game development knowledge for over 9 years while working for various development teams before joining Unity as a Field Engineer and is now helping developers make awesome games with Unity.

What's new in Unity **Day 2 (60 mins.)**



See what's new in Unity 2017 and how new features like Timeline, Cinemachine, Post Processing Stack and many more, can be useful in saving you development time. These are the tools/features that was used to produce the 2016 Adam short film and the just released Adam: The mirror by Neill Blomkamp (director of District 9, Elysium etc).